BRITAIN'S BEST-SELLING SPECTRUM MAG!

YOUR SINCLAIR

AUG 1991
No 68
£1.95 With Free Tape

HELLO, CRATERFACE!



DARKMAN MEGAPREVIEWED



EXCLUSIVE!
PURPLE RAGE!
Things get jolly eruptive in US Gold's

FINAL FIGHT

NO TAPE?

5 YOUR SINCLAIR
THE MAGNIFICENT 7
SOUTHERN BELLE COMPLETE GAME
KRAAL COMPLETE GAME
STAR RAIDERS 2 COMPLETE GAME
TEMPEST COMPLETE GAME
RIPTOFF COMPLETE GAME
SUPER CUP FOOTBALL COMPLETE GAME
PLUS! POKERAMA

Giddy Aunts! Better trot off and ask your newsagent for one then!

MORE SPECCY GAMES THAN ANY OTHER MAG!
Over 20 Reviews Including Mystical, Megaphoenix, Outrun Europa, 3D Construction Kit, Manchester United Europe, Dirt Track Racer, And Many More!

PLUS! Seven Pages Of Tipshop (And Two In Colour)! A Mountain Bike Compo! A Vox Pop! And More Of Your Lovely Readers' Letters!

Future Publishing
Your guarantee of value
08
9 770269 698027



THEY DESTROYED EVERYTHING HE HAD
ALL THAT HE LOVED
EVERYTHING THAT HE WAS

NOW CRIME HAS A NEW ENEMY
AND JUSTICE HAS A BRAND NEW FACE

DARKMAN

FROM

OCEAN SOFTWARE LIMITED . 6 CENTRAL STREET . MANCHESTER M2 5NS . TEL: 061 832 6633 . FAX: 061 834 0650

CONTENTS AUG • 68

It Ain't What You Do! IT'S THE WAY THAT YOU DO IT!

YOUR SINCLAIR

Editor Andy Ide ♥ **More Pregnant Art Editor** Sal Meddings ♥ **New Art Editor** Andy Ounsted ♥ **Games Editor** James Leach ♥ **Staff Writer** Linda Barker ♥ **Advertising Manager** Simon Moss ♥ **Deputy Advertising Manager** Philip Davenport ♥ **Production Co-ordinator** Melissa Parkinson ♥ **Publisher** Jane Richardson ♥ **Promotions Manager** Michele Harris ♥ **Publishing Asst** Tamara Ward ♥ **Group Publisher** Greg Ingham ♥ **Circulation Director** Sue Hartley ♥ ***Your Sinclair*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW Tel (0225) 442244 (Reader enquiries Wednesday only) Fax (0225) 446019** ♥ **Subscriptions** Computer Posting, 120/126 Lavender Avenue, Mitcham, Surrey CR4 3HP Tel (081) 646 1031 ♥ **Distribution** MMC (tel 0483 211222) ♥ **Cover illustration** Paul Kidby ♥ **ISSN** 0269 6983 ♥ **ABC** July-Dec 1990 60,368 ♥ ***YS*** comes to you from the same thrusting company that publishes *Commodore Format, ST Format, New Computer Express, Amstrad Action, Classic CD, PC Plus, 8000 Plus, Sega Power, Amiga Format/Power/Shopper, PC Answers & Needlecraft.*

Future PUBLISHING


THE BEST IN QUALITY GAMES
THE UNTOUCHABLES
RENEGADE III
THE FINAL CHAPTER
VINDICATORS
The Hit Squad
RED HEAT
APB
GHOSTBUSTERS II
AT POCKET-MONEY PRICES!
ALL AVAILABLE FOR: SPECTRUM · COMMODORE · AMSTRAD
HIT NAMES · HIT GAMES · HIT SQUAD
THE HIT SQUAD · P.O. BOX 350 · MANCHESTER M60 2LX

YOUR SINCLAIR

THE MAGNIFICENT 7 No5

Flex your fingertips and get ready. This month we've got six games on the tape, plus the usual batch of POKEs. Caramba!



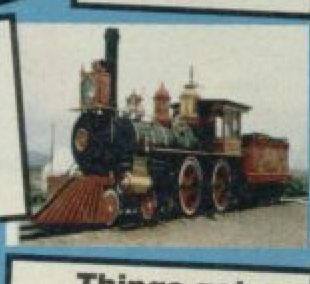
Outer space shoot-'em-up action in TEMPEST (on this very page)!



New super-improved version! Get your teeth into RIPTOFF on page 6!



Zoom around all over the place in STAR RAIDERS 2 on page 6!



Choo choo train comin' down the track! SOUTHERN BELLE, P7!



Things get creepy in KRAAL, on page 8!



Keep fit, stay alive. POKERAMA, p9!



Going for goal in SUPER CUP FOOTBALL on page 8!

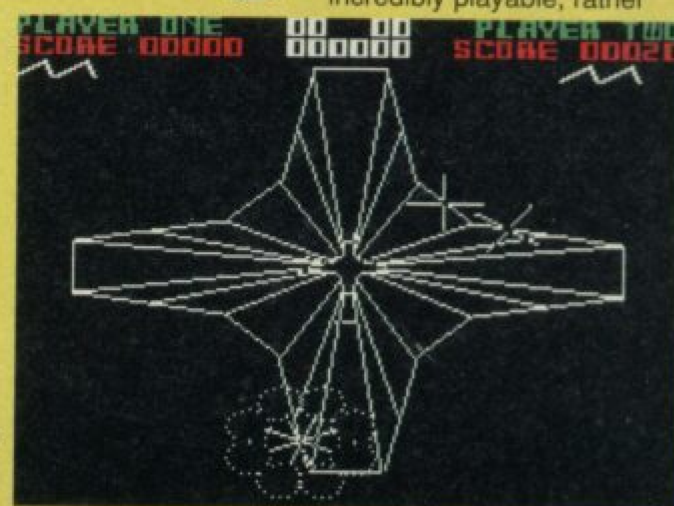
TEMPEST

Activision

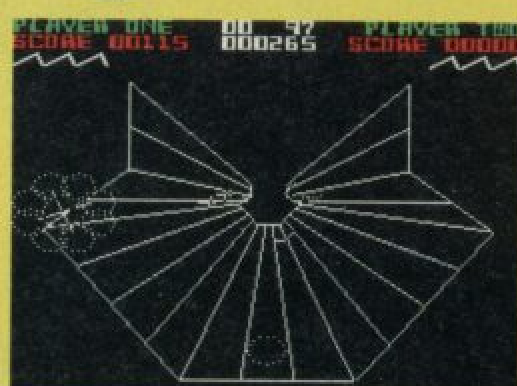
COMPLETE GAME

Corker game ahoy! (And a totally mindless one at that!) *Tempest* is a classic shoot-'em-up arcade conversion that got everyone extremely excited when it first came out. The aim is totally straightforward - just blast away zillions of aliens. All the action takes place on a sort of grid (there's a different one for each level) with a load of lanes that taper in towards the





You've got to move round the outside of the grid and shoot bullets down the lines. (Oh, and not get shot!)



What a nice pattern! Unfortuately we seem to have got killed. Again. Well, it's a very difficult game. (Honest.)

centre. You move sideways across the lanes and fire bullets down them at loads of different objects. There are flippers which, erm, flip, and fuseballs which are spiky and quick. Pulsars come at you in straight lines (and are incredibly hard to see), and then there are spinning fuseballs which spin swiftly up the grid, and, ooh, lots more incredibly horrible things that you'll have to discover for yourself.



If you're having a really tough time then you can always resort to the super zapper. This completely wipes out the grid and any nasties on who are sitting on it, but you've only got one so try and save it for as long as you possibly can.





And that's it. (We told you it was simple!) Quite honestly, *Tempest* is a blimmin' sound game. It's incredibly playable, rather difficult and guaranteed to give you some of the funkiest hours of Speccy-gameplaying you've ever had. Just load it up and see for yourself.





Blast! We've let the whirly things get to the end of the lines. (Which means that we can't move anywhere basically!)

CONTROLS

Q = Anticlockwise
E = Clockwise
Z = Wipeout
P (but there are a few others you could choose) = Fire

RIPTOFF

Rick O'Neill

COMPLETE GAME

A case of deja vu if ever we saw one! This month's reader game is a 'rip-off' (hence the name) of that golden oldie *Repton*, but Rick and there's even a fabby editor to play around with too (with full instructions in the game itself). It really is the biz.

So what's it all about then? Well, it's another of those 'running around various screens collecting diamonds and avoiding boulders, eggs and monsters' thingies – and rather good with it. There are 30 levels, the first 15 being yer basic game and the second lot the editor bits. (So if you find the proper levels really hard – or too easy! – then here's your chance to change them.)

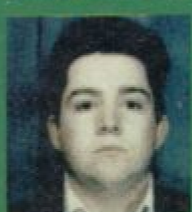
But that's not all! Cos those of you blessed with a 128K machine get an extra 14 bonus levels as well, not to mention a whole load more bonus levels where you've got to collect lots of diamonds in a time limit. It's all too funky for words! (So we'll stop right there and let you get playing.)



Here's a load of levels all jumbled up together to make a map. Not too sure how it helps, but it's very pretty all the same, eh?



See those light blue squares? They're for walking through and making yellow balls drop down (ideally not on your head).


Here's Mr Rick himself complete with jolly nice haircut.

O'Neill assures us that *Riptoff* is unrecognisable as the same game. The presentation, gameplay and graphics have all been vastly improved,



Mmm. Not the most handsome of heroes, are you?

CONTROLS

Function	Game	Editor
Up	Q	Q
Down	A	A
Left	O	O
Right	P	P
Map	M	M
Suicide	S	S
Reset	R	–
Abandon	G	–

STAR RAIDERS 2

Activision

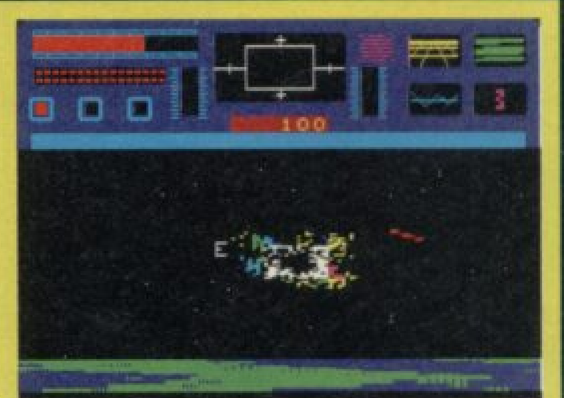
COMPLETE GAME

You are Dirk Diehard and you are the proud owner of the best machine this side of Pluto – the Liberty Star. This truly wondrous ship has been given to you by the government, so it shouldn't come as too much of a surprise that they'd quite like something in return.

Enter the Zylons, who are presently threatening your planet with mass destruction, or chicken pox (or something). You're the lucky chap who's got to give them a taste of their own medicine. With just your Liberty Star for company you've got to kill all the bully boys, save four planets and three space stations, and then destroy the Zylon's solar system. What a doddle!

One curious thing about *Star Raiders 2* is how you never seem to die. To do so you've got to lose all your energy, but since it's such a cinch to pop into your local energy shop and stock up, it's not that much of a common occurence (unless you bump into one of the big tankers that sap your life force, that is). Still, it's nice to have a bit of novelty, eh?

Pump up that warp factor then and go get, er, raiding.


Hurah! Eat space laser, spookface! (You better watch out though – that red line is another baddy coming in from behind!)



Space travelling's a lonely job – but at least the view's nice!

CONTROLS

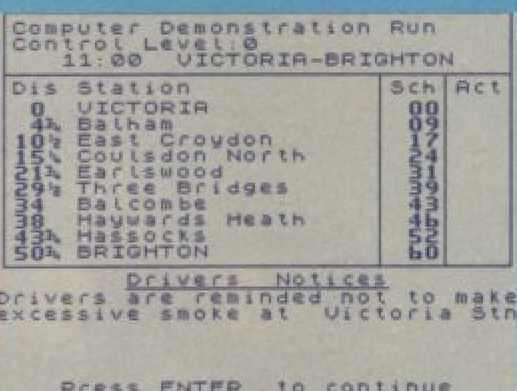
Push joystick forward to speed up, and back to slow down.
Space = map of local star system (which also tells you how many ships there are, shows the state of battle, and gives details about the planet).

SOUTHERN BELLE

Hewson

COMPLETE GAME

You want big? We'll give you even bigger. *Southern Belle* is a simulation of a King Arthur steam loco passenger train, travelling from London and Brighton in the early 1930's, with you taking the role of both Fireman and Driver. And it's incredibly complicated – which means the, um, instructions are too. Let's dig in, shall we, trainspotters?



Hope you get some time off for lunch! All this concentration's making us hungry!

HOW A STEAM LOCO WORKS

If you want to play the game then you've got know your train works. (Blimey, that's seen half of you off!) Right. The driving force of a steam loco comes from the cylinders. This is where a piston is pushed back and forth by the steam pressure raised in the boiler. Hot gasses from the firebox are drawn through the boiler by a system of tubes, which turn the water to steam. The hot gasses drawn through the boiler then enter the smokebox and escape through the chimney. The performance of the loco depends upon the pressure in the boiler, which can be controlled by manipulating the fire. And it's as simple as that. (So go back and read it again.)

And what all that means is you've got to know how everything works and control it accordingly. Here's a very long list of incredibly complicated thingies that we'll be testing you on later...

Water guages These are two vertical tubes in the centre of the cab, which show you the level of water in the boiler. If there's too much water, and the guage reaches the top, water instead of steam will enter the cylinders causing permanent damage. You should maintain a water level in the top half of the gauge.

Steam Pressure Guage This is a round dial with a needle pointer in the centre of the cab. The more steam pressure, the higher the power of the loco. Watch it though, because too much pressure will lift the safety valves and release steam, and bring the pressure down below maximum. This wastes coal and water.

Whistle Always use this before starting, entering tunnels and approaching sections where workers are, um, working. (Don't use it too much cos it wastes steam.)

Regulator A lever on the top left of the cab. This controls the flow of steam to the cylinders. It has five positions, from closed on the right to fully open on the left. When it's open it applies power to the wheels, and when it's closed it brakes.

Cut Off (C) This controls the time that steam is allowed into the cylinder. It has five positions – 0%, 20%, 35%, 55% and 75% (with 20%, say, meaning that steam's allowed to enter at only 20% of the cycle). When starting away it's normal practice to use 75% cut-off.



Vacuum Brake (V) Another type of brake. It's got 5 positions – off (up), light braking, medium, heavy and emergency.

Blower (B) This is off when it's pointing straight up. The flow of gases up through the chimney is crucial. Usually, it's supplied by the exhaust of used steam when the regulator's open, but it can stop if the regulator's closed or there's just a bit of a block. The blower sends a jet of live steam up the chimney to clear everything and push the gases up. If you don't do this you get an 'explosive blowback' in the cab.

Injectors (I) These maintain the level of water in the boiler. There are five positions – off (straight up) through to on (down).



Dampers (D) These control the amout of air provided through the base of the fire. Again, five positions – closed (up) to open (down). Use them to vary the temperature of the fire and thus the amount of water evaporated into steam. Hot fires need a lot of primary air, cool ones don't. The indication of correct combustion is the colour of your smoke – black smoke means insufficient air for the temperature of the fire, grey smoke means you've got it just right, and lighter shades mean too much.

Firehole Doors These confine the fire and control the flow of air over it. To achieve optimum temperatures the level of coal has to be maintained in the middle third of the firebox (blimey!). Anything outside this won't achieve maximum temperatures. You've got to open the firedoors fully when you're shovelling coal inside, but in all but the highest level of control the computer will do this for you.



The screen doesn't change much at all – it's all the fiddly stuff you've got to do in the cab that makes up most of the game.

And that's it! Congratulations! You're the only reader to make it all the way through! It probably makes a lot more sense when you load the game up, but before you do here's how to...

GET STARTED!

- **Selecting the demonstration** Press O on main menu, then RETURN/ENTER when timetable appears. You can then see how the various controls are used and study the readings on the guages.
- **The High Speed Run** Select RETURN/ENTER on main menu.
- **Start A Training Run** Press 1 when the main menu appears and again for the loco control menu. This gives you control of the Regulator, Cut Off and Brake. Read the schedule and press RETURN/ENTER. With the loco standing in Vic Station open the Cut Off all the way by pressing C four times. Half Open the Regulator by pressing R twice. The train will start to move. When you go over 4mph press R twice more to open the regulator fully, and the train will speed up. Hurrah!

And if you understood any of that than you're a better man than we are (put together) (including Linda). Toot toot.

CONTROLS

LOCO KEYS

Control	Increase Setting	Decrease Setting
Sound Whistle	W	
Stoke Fire	RETURN/ENTER	
Regulator	R	SHIFT+R
Vacuum Brake	V	SHIFT+V
Cut Off	C	SHIFT+C
Blower	B	SHIFT+B
Injector	I	SHIFT+I
Firedoor	F	SHIFT+F
Damper	D	SHIFT+D

PROGRAM KEYS

Function	Key
Toggle between accelerated speed and real time	A
Toggle between smoke on and smoke off	S
Return to main menu	COPY
Hold, wait for ENTER/RETURN to restart	H
Toggle between signal and gradient	G
Display position of train	P
Display timetable	T
Acknowledge message	SPACE

SMOKE DEMONSTRATION KEYS

Smoke Level	Key
Very light smoke – far too much	1
Light smoke – too much air	2
Correct smoke	3
Dark smoke – insufficient air	4

STOP PRESS!

It's The Absolutely Unbelievable *YS* Tape-To-Disk Offer!

Blimey! We've just had a brainstorm! We're going to do the Mag 7 on disk! Brill, eh? Yes yes, we know copying stuff from tape to disk is dead easy at home, but if you're a) a +3 owner, and b) offensively lazy then this is the offer for you. All you've got to do is write out a cheque for £2 (made to Ablex Audio Video Ltd), bung your copy of the cover tape in a bag, and send it off to *YS* Mag 7 No.5, Duplication Dept (Aug ish), Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD.



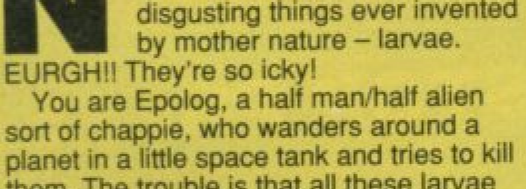
KRAAL

COMPLETE GAME

Hewson

Now this one really is gross. It's full of probably the most disgusting things ever invented by mother nature – larvae. EURGH!! They're so icky!

You are Epolog, a half man/half alien sort of chappie, who wanders around a planet in a little space tank and tries to kill them. The trouble is that all these larvae louts have mums (with lots of eggs on their backs) who won't stop breeding.



Striptease?! Blimey! That's certainly some incentive to finish the game, eh?



Watch out for the spider on the left! He'll gobble you up in no time at all!

Shoot one and an itsy-bitsy baby will immediately grow up to take her place and start breeding itself.

And not that there aren't any other nasties either. There are spiders, flies, eyes, and an Oktups (who bears a striking resemblance to, you guessed it, an octopus). You don't have to kill everything, but going for the Oktups and the mums is a good idea because they give you gems when you kill them, which you can then exchange for goodies at your local trading store. Nasty stuff, eh? Makes *Alien* look like *The Little Mermaid*. Just don't say we didn't warn you.

CONTROLS

Define your own keys.

SUPER CUP FOOTBALL

Hewson

COMPLETE GAME



Do your laces up, mate! It's time to kick a ball around! *Super Cup Football* is a pretty basic mix of strategy and footie sim. You can choose your team's colours (and their name) as well as the number of teams you want in the league and the length of play. Once you trot onto the pitch it turns into an overhead view, multi-

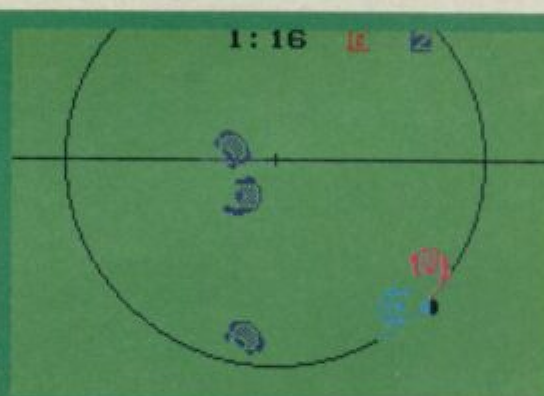
CONTROLS

Define your own keys.

directional scroller with spooky round sprites who look more like little space aliens than footie players (but play just as well!).

And that's it. Short but sweet. (Except to say you need to load it in in 48K mode, and that there's a nice little melody which is quite jolly and sort of gets you bobbing in your seat.

Well, it did Linda anyway. The rest of us turned it down.)



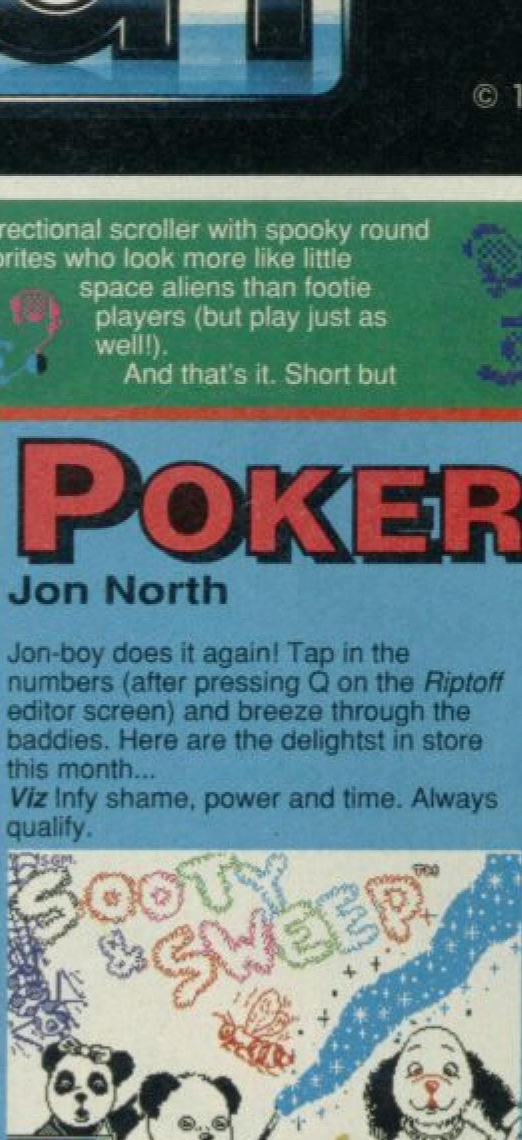
Those boys in blue have certainly got some odd tactics. Here we see their 'turn around and ignore the ball' strategy.

POKERAMA 4

Jon North

Jon-boy does it again! Tap in the numbers (after pressing Q on the *Riptoff* editor screen) and breeze through the baddies. Here are the delightst in store this month...

Viz Infy shame, power and time. Always qualify.



We were a bit disappointed when we found out *Sooty And Sweep* wasn't a shoot-'em-up, but you can't win 'em all, eh? (Infy time might help you out though.)



Hello, Mr Windmill-head, how are you today?

Shadow Dancer Infy lives, magic and time.
Predator 2 Infy ammo and energy.
Scooby And Scrappy Doo Infy lives.
Thomas The Tank Engine Infy time.
Sooty And Sweep Infy time.
And if that's not enough, well, we're very sorry and you'll have to wait for the next lot. (What a bunch of basts, eh?)

Tape Trubbs

Giving you jip, is it? Well, stop your fussing and calm down. All you've got to do is bung it in a padded envelope and send it off to *YS* Magnificent 7 No.5, Tape Returns Dept (Aug ish), Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD. Then buy lots of Juicy Fruit to chew on to calm your nerves, and wait (for up to 28 days) for a replacement copy to drop in your lap. Now is that service or what?



Pssst

This month we investigate the hidden talents of the Spectrum, and try to find a pixie...

Ever wondered what your Speccy gets up to when you're out? No? Well, you're in for a shock. This month, in a one-off exclusive exposé, Pssst brings you – the secret life of the Spectrum! Some of its moonlighting activities will make the hair on the back of your neck stand up on end, and indeed, it appears the potential for this supposedly 'humble' machine is only just starting to be tapped. We put on our investigating trousers and found out more...

SPOOKY MOONLIGHTING FACT NO. 1

Shocking Spectrum Scare

If you were watching *Gloria* on brekky telly a few weeks ago you might just have spotted a bunch of egg-headed University-type boffs who use their Spectrum for detecting ghosts, poltergeists and generally weird goings-on from 'the other side' (and they weren't talking about ITV).

The so-called Cambridge Society For Psychical Research is headed by Howard Wilkinson and Tony Cornell, who bung their rubber-keyed chum into a box and connect up a magnetic field detector, an infra-red detector, a temperature change detector, two 35mm cameras (pant!), a video camera and an audio tape recorder. Blimey, eh? Overloaded or what?

Howie and Tone (and their kit) have had some pretty creepy close encounters of the third kind. Once they took it somewhere incredibly frightening and unplugged it, only to find that the stills camera started taking photographs – on its own, and with no power! Aaaarrgh!!! In all eight shots were snapped, and they were all very, very weird. (Believe us. We tried it ourselves and exactly the same thing happened. Just take a look at that horrifically scary spook snap over on the right.)

So remember – if you're plagued by poltergeists or spooked by spirits (and you don't want to get caught shop-lifting lots of equipment and stuff in Dixons) then you know who to call. The number's 071 937 8984, and we promise they're really not bonkers at all. (Honest.)



Eurgh!!! What's that!?! (Some horrible ghostly ghoul from the depths of hell no doubt!)

SPOOKY MOONLIGHTING FACT NO. 2

Mite Monitoring with a Micro



Sal wouldn't let us use her tum, so, er, here's Andy's instead.

Next we moved to the Bath Royal United Hospital, where we'd heard rumours of Speccies being used in the Maternity Wing. We met up with Sister Angela Sledge, in charge of one of the wards.

Pssst: *So where are all the Spectrums then?*

Sister Sledge: **In the corner there. We can't afford a proper scanner to check the babies before they're born so we use a Speccy linked up to that telly.**

Pssst: *And what do you see?*

Sister: **I'll just set it up. Seeing as I'm currently pregnant, I'll scan myself. As you can see, this square block is the baby's head. That other block with the attribute clashes is the body, and those funny pixels are its arms and legs.**

Pssst: *What are those huts and men with machine guns?*

Sister: **Oh, we were playing *MERCS* just before you came in and we forgot to reset the machine properly.**

Pssst: *Look! The baby! It just moved!*

Sister: **No, that's just the dodgy aerial lead we use. If I hit this Multiface button we can get a grab of the baby to save onto C120 cassette for posterity.**

Pssst: *Eurgh! That's disgusting! (Let's go and do it on Sal!)*

SPOOKY MOONLIGHTING FACT NO. 3

DIY Defence Doubt

Next, we visited the Ministry of Defence (in Whitehall). Naturally, security was incredibly tight and they wouldn't let us in, so we forged a letter from the Queen, which changed their attitude somewhat. They showed us a prototype of an underwater-launched submarine satellite tracking system....

Pssst: *Does it work?*

MoD Man: **Yes, it works brilliantly. A great success... Er, it works okay... Well, some of the time. Actually, it doesn't work very often. Never, in fact. We haven't managed to get it to run at all. It's all been a complete waste of time and taxpayers' money and we're very sorry. Sniff.**

Pssst: *There, there. Don't cry, MoD spokesman. Everybody has teething troubles with their Speccies. Ours won't load* Batman *anymore.*

MoD Man: **Thank you. You're very understanding. We're also planning to put Speccies into our Tornado fighter aircraft. They'll show the pilot what's ahead. A flickery cyan block means a hill, a difficult-to-see magenta line is a road and an unclear yellow square means an airport. Clever, eh? That was my idea. Oh, and if the screen displays the message "Loader, 128K BASIC, 48K BASIC" it means the program has crashed (as will the plane, probably).**



The MoD underwater-launched submarine missile launcher and satellite tracking system, in its natural habitat.

SPOOKY MOONLIGHTING FACT NO. 4

Killer Robot Control

Finally we visited the home of one David Spigot, who (according to his mum) did really clever things with his Speccy. Exactly what we didn't know, so visited his lab to find out...

Pssst: *Hello, David. Where's this amazing Speccy then?*

David: **It's upstairs. I'm playing *Slightly Magic* at the moment.**

Pssst: *Oh. But what else does it do?*

David: **I play a lot of *Dizzy* games.**

Pssst: *Yes yes, but what amazing things do you do with it? You must be doing something really special?*

David: **Well, I've written this small BASIC program...**

Pssst: *No, no. Something really amazing! Come on, man, think!*

David: **Well, it lets you type in any number you....**

Pssst: *Oh no. We've been done. This idiot doesn't do anything special with his Speccy at all!* (Sound of Speccy being bashed into many pieces.)

David: **Waaah! You've smashed my Spectrum! Mum!**

Pssst: *Quick, let's get out of here!*



David Spigot, before the unfortunate incident that brought court action against *Your Sinclair*.

MUSIC FOR PLEASURE SPOOK FACT NO. 277 (IN A SERIES OF 300)

US Gold's druggy blast-'em-up *NARC* has just been honoured by the rocking and popping world of so-called 'young people's music'. How? By top American Indie band The Pixies doing a cover of its theme tune! We rang the band to get a quote, but they were out. So we ventured behind the Shed to find some pixies of our own to have a chat with, but bumped into Arnie Schwarzenegger instead. So here he is (again)...

Oh no. It'z dat YS compooda magazine agen. I haff tolt you! Go avay or I open fire mit mein Uzi 9 millimeder! Oh. You need my musik knowledge now? Ja, zer Pixies. Dey are ein seriouzly gut band bud dey are not into violenz like me. Zey are "gurly veeds" und I don't now vy dey do da song of dis zehr gud compooda game. But iz qvite funky. Bye bye für now!

BZZZZZZZZZZZZ..........



Say hello to Inspector Hecti, Hi-Tec's new, er, mascot chappy who's going to star in lots of their future games. We're sure he'll cause a bit of a buzz.



Mmm. A bit 'alternative' we must say. (Can I have my record back now? Linda)

FLIPPIN' CASSETTES!

U.S. GOLD

What's the Speccyverse coming to, eh, readers? Birmingham biggies US Gold have made a really rather huge decision – from the release of *MERCS* onwards, all their full-price titles will be available on a single cassette with both the Speccy and Amstrad versions on either side. Blimey! Doesn't say much for the state of the 8-bit market, does it? But fear not – just because sales of full pricers aren't too hot at the mo doesn't mean that the bargs are going crap (they're not), and US Gold says the move will help bring down costs (and keep prices reasonable) because everything will be easier to produce. Not that you'll be able to turn the tape over if it doesn't load on Side 1 of course (unless you've also an Amstrad), but there you go. It's the start of a whole new era in software-selling (probably), and it'll be interesting to see who follows suit.

You Level-Crossing Dirty Track!

YS COMPO

How rich are you? Can you afford to buy an 'All-Terrain Vehicle'? If you can then stop reading this immediately, you spoiled capitalist person, and go and give some money to charity. And if you can't then here's Zeppelin's new *Dirt Track Racer* instead to show you what fun you're missing. Boo-hoo!! But never mind! Cos *DTR*'s so corking it's probably just as much fun as the real thing (sort of). Anyway, as you might have guessed, we've got ten copies of it to give away (along with another ten copies of Zeppelin's mind-bender *Stack Up*, actually). Hurrah! Just answer the following question (correctly) and they could be yours. What was the name of the buggy that the Americans took up to space on the Apollo 16 and 17 missions and drove around on the moon? Was it a) the Loony Roller; b) the Lunar Roller; c) the Lunar Rover; or d) Herbie? Send your postcards (or £10 notes) to the *I've Got A Space Hopper, Baby, And It's Strictly One-Seater (But You Can Have A Go On It If You Want)* Compo, *YS*, 29 Monmouth St, Bath, Avon BA1 2BW. The closing date's 12th August 1991.





FUNKATRONIC!

Yo! Get down, **Steve Hodges** from Stockport in Cheshire! You are the winner of our loony tunesome Yamaha keyboard from the US Gold *Night Shift* compo in May! Woop woop! Hang ten! Caramba! Hurrah! (Always nice to make someone happy, isn't it, Spec-chums?)

T-ZERS

Those cheeky faves the **CodeMasters** are planning to release the eagerly awaited ***Dizzy 5*** on November 11th. Details of the game are being worked out at the moment, but it'll certainly repeat the formula that made its predecessors so successful. (Oh, and they're also planning the October release of a platformer called ***Seymour Goes To Hollywood***, so eyes out for that too.)

'Masters Of Strategy' **D&H Games** have a whole stack of new management sims lined up. ***Soccer Rivals***, ***World Cup Manager*** and ***Soccer Boss*** sound like the usual kind of stuff, but ***Banger Racer*** (out near Christmas) should add some spice.

There were only ever three Indiana Jones films, but that hasn't stopped **LucasGames** and **US Gold** from pressing ahead with an ***Indy 4*** game. This time our hero finds himself in the Lost City of Atlantis (complete with lots of different types of game on its various levels) with no less a bod than Mr **Steven Spielberg** himself giving approval to the project. It should be out before Christmas.

And now the, er, bad news. USG say ***The Godfather***'s too big for the 8-bits and they've scrapped its release. So if you're really desperate to play it then you'll just have to go out and buy yourself an Amiga or an ST. (And then throw the horrible machine out when you've finished. Hurrah!)

System 3 return from a lengthy absence with ***Last Ninja 3***. It'll take the ideas and graphics of *Ninjas 1* and *2* a step further (whatever that means) and promises an absolutely colossal playing area.

Last month we mentioned **Audiogenic**'s new ***Sports Action*** games, and already there's a new member to the list – ***Sports Action American Football***. Sounds good, but have you ever met an English person who actually *understands* the rules of American Football?

The Hit Squad have just announced their forthcoming release schedule. In July, expect ***Vindicators***, ***Renegade 3*** and ***The Untouchables***; in August ***New Zealand Story***, ***Cabal*** and ***Toobin'***; and in September, ***Batman The Movie***, ***Xybots*** and ***Galaxy Force***. All these at the new price of £3.99.



SAL'S LITTLE BUNDLE

Sharp-eyed Spec-chums may have noticed a change in the masthead last month. Due to Sal's increased inability to reach round her rapidly expanding baby to get to her Mac keyboard, good ol' Andy O has come to the rescue – by being promoted to Art Ed. Hurrah! So now we've got two of them! (Well, for a couple of months anyway, 'til Sal's whisked away into a maternity ward to, erm, pop her brat.) Congrats to Andy. We always knew you'd do it. And we also (secretly) hope that this new responsibility will see you dumping your rather crap motorcycle and getting a decent car.

THE CHARTS

EYES DOWN, LOOK IN!

FULL PRICE

Pos	Last	Title	Publisher	Score	Issue
1	(1)	*Teenage Mutant Hero Turtles*	Mirrorsoft	90°	*YS* 61
2	(NE)	*Viz*	Virgin	76°	*YS* 67
3	(4)	*F16 Combat Pilot*	Digital Integration	92°	*YS* 60
4	(3)	*Power Up*	Ocean	90°	*YS* 66
5	(12)	*Multi Player SM*	D&H Games	85°	*YS* 65
6	(6)	*Big Box*	Beau Jolly	NR	
7	(NE)	*Switchblade*	Gremlin	92°	*YS* 63
8	(9)	*Total Recall*	Ocean	84°	*YS* 63
9	(2)	*Back To The Future 3*	Mirrorsoft	82°	*YS* 63
10	(8)	*European Superleague*	CDS	80°	*YS* 67
11	(7)	*Navy SEALs*	Ocean	86°	*YS*62
12	(5)	*Robocop 2*	Ocean	93°	*YS* 63
13	(8)	*Golden Axe*	Virgin	91°	*YS* 61
14	(13)	*Gazza 2*	Empire	87°	*YS* 62
15	(10)	*Hollywood Collection*	Ocean	87°	*YS* 60
16	(NE)	*NARC*	Ocean	72°	*YS* 62
17	(11)	*Super Monaco Grand Prix*	US Gold	82°	*YS* 65
18	(NE)	*Subbuteo*	Electronic Zoo	81°	*YS* 59
19	(17)	*Toyota Celica Rally*	Gremlin	90°	*YS* 64
20	(NE)	*Skull And Crossbones*	Domark	72°	*YS* 67

BUDGETS

Pos	Last	Title	Publisher	Score	Issue
1	(NE)	*Dizzy Panic*	CodeMasters	49°	*YS* 66
2	(1)	*Magicland Dizzy*	CodeMasters	90°	*YS* 63
3	(7)	*Dragon Ninja*	Hit Squad	60°	*YS* 66
4	(3)	*Slightly Magic*	CodeMasters	94°	*YS* 66
5	(2)	*Kwik Snax*	CodeMasters	92°	*YS* 62
6	(4)	*Double Dragon*	Mastertronic	70°	*YS* 62
7	(5)	*Continental Circus*	Mastertronic	62°	*YS* 65
8	(15)	*Euro Boss*	E&J	NR	
9	(NE)	*Multimixx 1 Golf*	Kixx	83°	*YS* 67
10	(6)	*Paper Boy*	Encore	68°	*YS* 48
11	(8)	*Quattro Adventure*	CodeMasters	95°	*YS* 58
12	(13)	*Kenny Dalglish SM*	Zeppelin	85°	*YS* 67
13	(12)	*Treasure Island Dizzy*	CodeMasters	90°	*YS* 63
14	(9)	*Dizzy Collection*	CodeMasters	90°	*YS* 63
15	(NE)	*Scooby And Scrappy-Doo*	Hi Tec	74°	*YS* 68
16	(NE)	*Quattro Cartoon*	CodeMasters	90°	*YS* 68
17	(NE)	*Football Director 2*	D&H Games	NR	
18	(18)	*CJ's Elephant Antics*	CodeMasters	85°	*YS* 66
19	(14)	*Spitting Image*	Hit Squad	55°	*YS*66
20	(11)	*Cavemania*	Atlantis	70°	*YS* 65

Okay! Hands up who doesn't own a copy of the *Turtles*? This is the sixth month it's been top of the heap – that's half a year!

The highest new entry this month is *Viz* (hardly a massive suprise) but is it strong enough to knock the Turtles off their perch? Tune in next month to see!

It's nice to see a bit of action on the new entries front – *Switchblade* and *NARC* make their (somewhat late) debut, and *Skull And Crossbones* comes rushing in with swords brandished.

Ooh! Isn't it exciting, Spec-chums? You'd better make sure you don't miss next month's thrilling instalment!



Alright? What's going on on this side of the page? Well, those Darlings at CodeMasters are keeping up the pressure and not leaving an incredible amount of space for anyone else. Hi-Tec have their first hit for a couple of months with *Scooby-Doo And Scrappy-Doo*, and there should be a bit more chart action from them in the coming months.

There's quite a lot of sporty, erm, things around. No less than three footie games and even a bit of golf. Maybe it's the weather.



SO HOWZ IT ALL WORK THEN?
Well, it's all jolly simple. The number in brackets is where the game stood in last month's charts (with NE for New Entry), and the percentage at the end of the line is the score that we originally gave it, followed by the issue that the review appeared in. NR means that we've never reviewed it at all (but we probably will!). And finally, the *YS* Charts are compiled for us by Gallup (so ta very much to them).

WIN! WIN!

WIN THIS MEGA KIDS QUAD

THIS ULTRA COOL SUZUKI QUAD, COULD BE YOURS, IT'S GOT A 50cc PETROL ENGINE, AND CAN BE RIDDEN BY ANYONE OVER THE AGE OF FIVE! ALL YOU HAVE TO DO IS ANSWER THE QUESTIONS IN OUR SIMPLE TRIVIA QUIZ. . . . .



CALL 0839 - 550008

THEY'RE THE LATEST CRAZE!

WIN A PAIR OF £250 ROLLERBLADES



THIS AWESOME PAIR OF ROLLERBLADES COULD BE YOURS, JUST CALL. . .

0839 550018

YES IT'S TRUE! YOU COULD WIN THIS AWESOME FULL SIZE FOUR PLAYER. . .

SIMPSONS ARCADE GAME



CALL **0839 550007**

WIN A MOTORBIKE

- IT'S A REAL OFF ROAD RACER!!
- ANYONE OVER THE AGE OF 6 CAN RIDE IT
- IT'S GOT AN 80cc PETROL ENGINE
- YOU COULD WIN IT NOW. . . . .



CALL 0839 - 550006

WIN! WIN!

CALLS COST 33p (CHEAP RATE) AND 44p (AT ALL OTHER TIMES) PER MINUTE INC. VAT
MEGAFONE LTD, SANDYLANDS HOUSE, MORECAMBE. LA3 1DG
PLEASE ASK YOUR PARENTS PERMISSION BEFORE YOU CALL.

3D CONSTRUCTION KIT

YS MEGAGAME

Domark/£24.99 cass



James Before I go any further, let's make one thing clear. *3D Construction Kit* isn't actually a game. It's a way of *creating* games. So don't expect me to go on about horizontal scrolling and the number of levels and whatever else, okay? Right.

3DCK (as I'll call it, even though it sounds a bit rude) uses a system called Freescape, which anyone who's ever played *Castle Master* or *Driller* (or any of those other Incentive games) will know all about already. Quite simply, it's a way of creating a 3D world by building objects, then positioning them accordingly. For example, a house can be made up of a cube with a pyramid-shaped roof bunged on top. Chuck in a door (and windows if you want) and, voila, your very own bungalow! (Rather crap, I admit, but let's not run before we can walk, eh?)

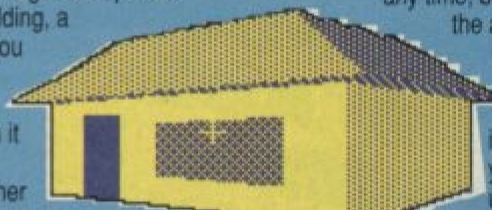
In fact, it's all a bit like Lego. You start off with an area to build on, like those big Lego base-plates. This can be the inside of a building, a street, a universe – anything you want. Then you select a shape (a pyramid, say), and enlarge it in any direction, spin it round, stretch it or squash it. From the moment it (or any other



And here's one I did earlier. (Well, okay, so the very nice man at Incentive did it instead, okay? You think I'm some sort of genius or something?)

object) is created it's given a number, so you can easily go back and change it later.

You can also inspect your work from any angle, at any time, by simply walking or flying around the area it's in. You can add tiny bits of detail or get rid of things you don't want. In fact you can do pretty much anything at all, including SAVEing and LOADing your areas (which is seriously useful). And you can have as



many of these areas as you want, so it wouldn't be hard to invent an entire town, complete with the insides of every building. (It'd take an unfeasibly long time to do of course, but the option's there if you want to take it up.)

Funny language thingies

Right, so it's all jolly good fun – but what exactly can you *do* with it? And this is where it gets seriously funky, Spec-chums – because you can actually write games with it! Blimey! You see, as well as the 3D designing bits there's something called the Conditions Menu. This lets you access a special language in which you can control things, enter doors, pick up objects, display messages and so on, using a sort of customised BASIC. Take a simple routine like

```
INVIS 005
IFHIT OBJECT 005 THEN VIS 005
```

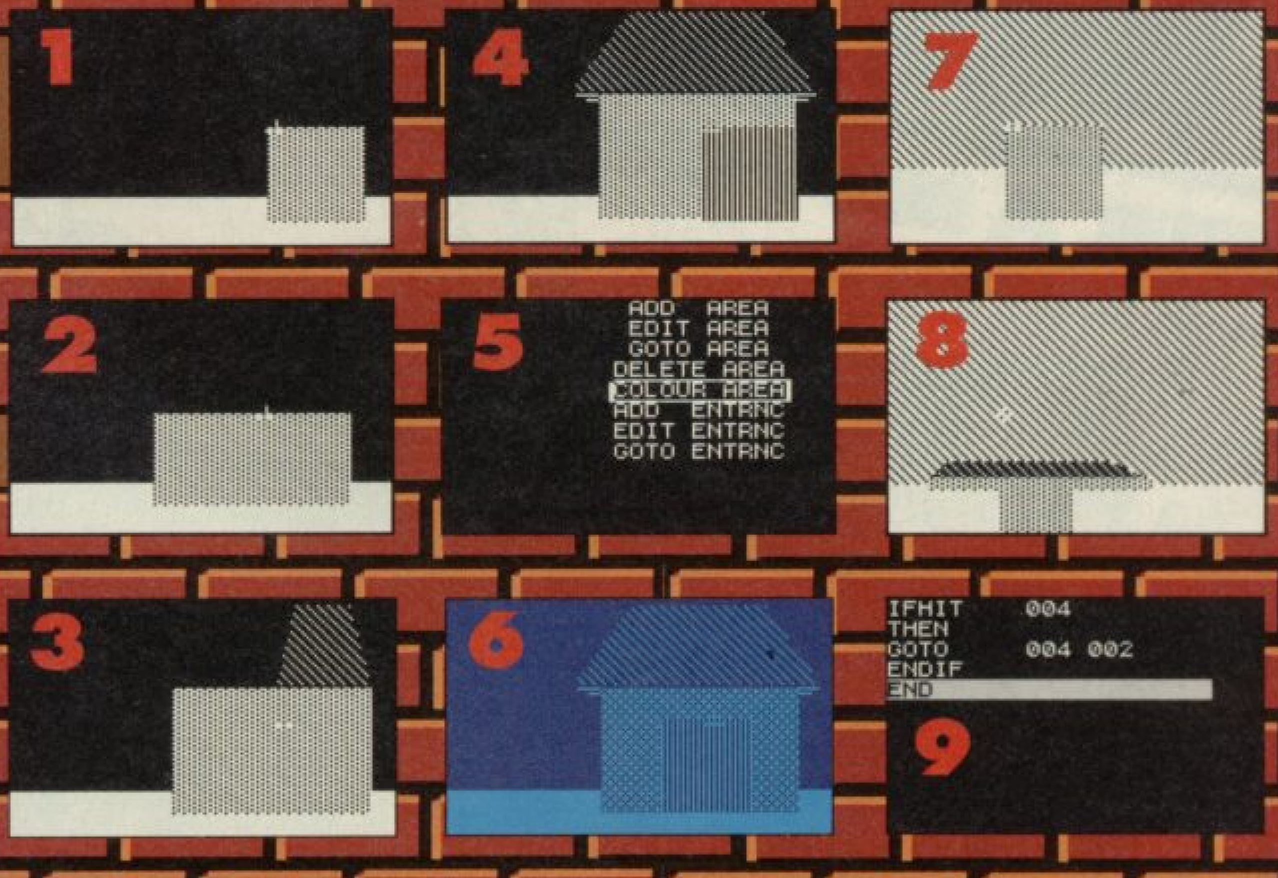
for example. Here there's an invisible object (called 005 – it could be big rectangle), which only becomes visible if it's walked into (giving the player a secret codeword or a key or something). It might sound a bit complicated, but there's a full list of commands in the manual and they all make some sort of sense. (It's certainly easy once you've got the idea.)

So, out of this simple language comes your 'gameplay'. Ideally you've worked out what you want everything to do beforehand, so it should all be clear, neat and logical. This is also the time to add any sounds (which you can choose from a special menu and fit in anywhere).

Right, once you've written your masterpiece, it's time to playtest it. Check out everything you can think of, and then make sure you haven't made any

HOW TO BE A TALENTED ARCHITECT IN 9 LESSONS

Right. Pay attention. Step by step, we're going to design a house using the *3D Construction Kit*. And it's going to be great. Just follow the simple step-by-step guide.



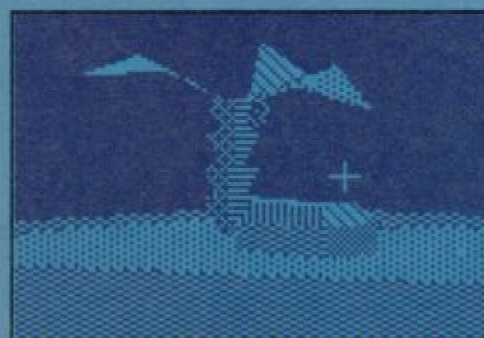
1. First, set up a cube.
2. Stretch it to make it the size and shape you want.
3. Position a pyramid for a roof. You'll need to elongate it to fit.
4. That's it. And now for a door.
5. You can even change the colour.
6. And the shading.
7. Now we're inside the house, so let's set up a table.
8. The viewer has grown in size to see the table clearly from above.
9. And set the conditions so that if you hit the door (004) you go to the entrance in area 002 (inside the house, in other words).



The famous Space Shuttle, star of all those Domark ads. It was created using 2D triangles for the wings and booster rockets, then duplicating them to produce identical features on the other side.

monumental cock-ups. If it all works okay, you can then save your game with the compiler provided. This allows the game to function separately from the program (which it obviously doesn't save) so you can give copies to your friends. And it'll be just like a real Freescape game, with a plot, goals and missions, whatever you want – they won't be able to edit or alter anything. (Actually, *3DCK* comes with a sort of game itself, showing all the aspects of the program and what it can do.)

What's more, if you've got a Speccy art package you can even design the info display screens with it, and then import them to make the whole thing look even more professional!



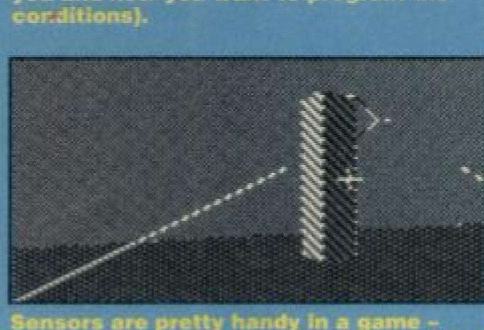
As well as just doing buildings, you can get quite arty. Here's a rather sweet desert island...



You can shoot at anything in the game (and what happens when you do is up to you and how you want to program the conditions).

I'd never have believed it!

So what do I reckon? Well take a guess. *3D Construction Kit* is, quite simply, an absolutely incredible piece of software. It's not something you can dive into at first sitting (so shoot-'em-up fans beware), but, then again, it's not at all complicated once you've sussed it out. And, as the ads say, the only limit really is your imagination (and, ahem, the memory of our humble little chum! But even that's not a real problem because it's available, quite unbelievably, on 48K mode).



Sensors are pretty handy in a game – they shoot at you if you wander into their line of sight.

Of course, it's not technically a game, but since you can use it to create them I'm call it a Megagame anyway. It's £25, but it's worth every penny. So go out and buy it, persevere until you've created something really amazing, and then send a copy in to us and we might just bung it on the covertape. (And then again we might not.)

Hurrah! Either way, you'll feel as though you've really accomplished something and praise the day you read this review and decided to go out and buy it

FINAL VERDICT

LIFE EXPECTANCY 94°	ADDICTIVENESS 87°
GRAPHICS 94°	INSTANT APPEAL 83°

DIAGNOSIS

Amazing. Would-be architects, city planners, and everybody else should start saving their dosh now!

92°

A QUICK WORD (OR TWO) FROM ANDY



Spare us a sec, Spec-chums? I've bunged the Jugglers out this month cos there are couple of things I want a quick 'chat' about. It's the mag, you see – I've changed it (a bit). "Oh no!" you cry. "What's he gone and done now!?" But don't panic – it's all really quite good!

Basically, I've taken all the original barg games (the Codies and Hi-Tec stuff and wotnot) out of Barg Basement and dropped them slap-bang-wallop next to the full-price reviews. Good, eh? And then I've renamed Barg Basement itself and called it Replay, to incorporate all the barg rereleases and full price compilation packs. Sounds a bit complicated, but it's simple as pie really if you think about it.

Blimey! What's he gone and done that for then?! Well it's pretty obvious. Costlier games aren't selling nearly as much as they used to and are getting pushed to one side by the cheaper titles, many of which are of exactly the same quality (if not better). So why separate them by having them in different bits of the magazine? It doesn't make any sense.

What's more, by introducing more games into the big review pages we can be more flexible with the space we give them. So a game like Slightly Magic *would probably get a whole page now (whereas before it only got one column) while a full-price dud like* Hydra *would just get a third.*

Yes indeed, versatility's the name of the game. We want to cover everything released for the Speccy (and there's a lot more of it to come over the next few months!) and give comment where comment's due. That way we get to the point, give you a clearer idea of what to expect from these titles, and, hopefully, make Your Sinclair *an even better read than it is already. Hurrah, eh?*

Any comments and I'll be glad to listen to them, but I'm sure you think it's rather a jolly good idea too (I hope!). So on with show!

Luvs and hugs

Andy

HIGH SCORES

90° – 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90° or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!

80° – 89° PDG! (ie Pretty Damn Good!) A game well worth digging deep into the old dosh bucket for!

70° – 79° A very enjoyable game, but might not be of lasting appeal to everybody.

60° – 69° A few niggles. Lacking in certain areas. Think before you buy!

50° – 59° Pretty average. Very average in fact. Actually, it's a bit crap.

40° – 49° Um, below average (believe it or not).

30° – 39° So sick it's due to be hospitalized.

20° – 29° Very poorly indeed.

10° – 19° Critical – not expected to last the night.

0° – 9° Clinically dead.

The ST is just

The Atari ST is the perfect introduction to the world of computing. The power of the ST allows you to run "serious" applications as well as playing games, and the ST system is flexible enough to allow you to expand as you develop your interests and expertise in different applications.

With so much diversity and power it is easy to see why the Atari ST family is one of the most successful ranges of computers in the world. But best of all is the built-in growth potential. The 520ST user of today is the TT user of tomorrow; beginning with games or a simple word processor, anyone can learn about computers and gradually acquire the skills of the professional computer user. And unlike many other systems, an Atari upgrade is not wasteful. Much of the software available for the 520ST will run on both the Mega STe and the TT systems. With an Atari an upgrade means that you can add new capabilities and expand your computing horizons without losing everything you have acquired along the way.

If you thought that computers were all about playing games you've been missing out on the real potential that you and your computer have. To find out more about either the ***Atari ST*** *or peripherals for any applications simply fill in the coupon and send it to Atari at the address below.*



Whether you are looking for a leisure computer, an educational computer, a computer for all the family or a powerful business system, look no further than the ***Atari ST Range.***

Please send me more details about the Atari ST and other products

NAME ______________________

ADDRESS ______________________

____

POSTCODE ______________________

____

Atari Corp UK Ltd, Atari House, Railway Terrace, Slough SL2 5BZ



The **Atari 520ST** is an easy way for you and your family to learn about computers while having a great deal of fun. This best-selling computer has an impressive range of features that fit many requirements at home or in the office. A generous 512K RAM memory is included as standard - enough to run large spreadsheets and databases as well as the latest generation of computer games. There are plenty of expansion ports available for printers, modems, monitors and hard disk, and other peripherals allowing you to increase the power and flexibility of your system as needed. MIDI expansion ports are fitted as standard. MIDI (Musical Instrument Digital Interface) is the music industry standard interface that allows you to control both recording and playback of synthesisers and other digital instruments with your computer.

There is no other computer range in the UK that can offer its users such a wide variety of software support, ranging from educational learning programs to 16-bit computer games to professional quality desktop publishing packages.

The ATARI ST

the beginning



The power of the new **Mega STe** range makes it a serious contender for those who are after power computing. It is an ideal machine for the student or computer enthusiast who wants to run memory intensive applications such as Computer Aided Design (CAD) or graphics applications. The Mega STe features separate keyboard and central processor with a 1MB floppy disk drive and a 50MB Hard Drive for data storage. The Mega STe features a fast 16MHz operating speed, which can be switched to 8MHz to run any programs developed for the 520ST, making it even easier for you to upgrade.

For those of you who want to run a 'home office' with separate files for word processing, spreadsheets and accounts packages the Mega STe - with its vast amount of built-in hard disk storage - is an excellent choice. For those running graphics intensive programs the faster operating speed will make the Mega STe a much more productive machine. The Mega STe also features an extensive range of expansion ports that allow you to add even more power and flexibility to your system.

The portable **Atari Stacy** is completely compatible with all monochrome ST programs, but allows for complete portability.
It features a supertwist backlit LCD mono screen, split horizontally and has all the standard ST ports. It is available in various configerations, with Hard disk as standard.
It weighs approximately 15.2 pounds and has its own carrying handle making it easy to transfer from place to place.
Because the ST, with its MIDI interface has become the accepted standard in the music industry, the Stacy is a boon machine for musicians with a busy schedule. Songs and sequences written at home can be stored on the built-in hard disk, then the whole computer can be easily transported to the studio or gig, with minimum stress, they can even be worked upon and improved on the road.
Although it is the most specialist member of the ST family, the Stacy is still versatile enough to be used for all serious ST applications.

The incredibly powerful **Atari TT**, at the very top of the Atari range, is the first in a new generation of high specification professional personal workstations based on the successful Atari ST standard. Similar in style and design to the Mega STe, the Atari TT features a separate keyboard, 1MB floppy disk, 50 MB Hard Drive and the same range of excellent expansion ports. The basic model comes configured with 2MB RAM which can be expanded up to a massive 26MB. With a Motorola 68030 central processor, the TT runs at up to 32MHz. But speed and power are not all the TT system offers the professional user. Six standard built-in screen resolution modes mean that there is always one suitable for the purpose that you have in mind. For animation or computer graphics, choose from a pallette of over 4,000 colours with the ability to display 256 on screen at any one time, and the exceptional 1280 x 960 pixel high resolution mode is one of the best screen modes available at any price.

— More than just great games





Thump, kick, gouge. Violence, as we all know, is bad for your health, and generally avoided by sane and sensible people. Which is why we sent JAMES LEACH along to US Gold to find out about their new CapCom beat-'em-up conversion.

YS MEGAPREVIEW

Yes, I too think that fighting is a waste of time. It's amazing that in this day and age, with the cinema, fine arts, space flight and all sorts of modern conveniences on offer, people still feel the need to punch each other's faces in until they bleed. It's pathetic, isn't it? (And I'm also a coward.)

Someone else who agrees with me is Hagger. You haven't met Hagger, have you? He's that massively huge dude over there (somewhere). Just look at his muscles, and strap thingy, and tight jeans. Blimey, it sticks out a mile, doesn't it?! (His career as street-fighter, that is, hem hem.) Hagger is what doctors call a 'hard case' which means he's very handy with his feet and fists, and takes no nonsense from anyone. Or at least that's what he used to be like...

You see, one day Hagger got tired of street-fighting (the streets were hard and covered with grit, which hurt his knuckles) so he packed it in. Just like that. And as the city heaved a sigh of relief, he somehow managed to become its Mayor. Good one, Hag!

So everything's jolly shipshape. No-one's even thinking about doing anything wrong with Hagger wandering about, and the asphalt's all clean and tidy. Until, unfortunately, his gorgeous daughter Jessica gets kidnapped. Oh no! *(How come they're always gorgeous? Reader's voice)* (Okay – his ugly, twisted and generally hideously repulsive daughter Jessica gets kidnapped. Satisfied?) The people responsible for this heinous act are called the Mad Gear Gang, and they're pretty nasty dudes. In fact, they're so nasty that they're even uglier than Jessica. *(Blimey! Reader's voice)*

And as you'd expect, Hagger is not pleased. He's called in his sturdy sidekicks Cody and Guy, and they're coming over to do some serious duffing. And here, dear reader, is where you step in (da da!!)...



What a walk-over! Here's Bill Bull, trouncing all over you with his rather chubby feet. Oww!



And here's the extremely useful 'smack them loads of times in the face' approach. (Thankyou, Hagger!)

VERY MEAN STREETS AND DODGY UNDERGROUND STATIONS

Take my hand (and don't let go!). Here's where things get nasty, in a horizontally-scrolling sort of a way...

Level One

The street. You've just left your house and you're looking for someone to kick in. And it's, er, not long before someone comes along. The end-of-level baddie here is someone called Damnor, who's very big and hard actually.

Level Two

Down into the subway, where a load more guys decide to beat you up on the platform. A train pulls up and everyone jumps on board. It continues until the driver's had enough and chucks the lot of you onto the tracks. And yep, you guessed it, the fighting continues (on both sides of the tracks doo bee doo). The big baddie is called Sodom (oo-er).

Level Three

All this punching's made you hungry. But just as you walk into a restaurant you meet a load more people to bash and kick. It looks like your chances of getting in are reduced. But somehow you manage it, closely followed by your enemies. Instead of sitting down to nosh (like sensible people) more fighting breaks out. The really difficult guy to beat at the end is called Eddi B (who won't be at all sympathetic to your request to tone things down a bit and take a bit of a breather).

Level Four

You decide to take a trip out to a rather nice factory. The Mad Gear Gang follow and, blimey!, there's a pretty punch-up in the offing! Level Four also sees some vertical scrolling, which (in a game of primarily right-to-left scrolling) makes a nice change. You'll have to contend with a large and particularly smelly baddy called Rolento, who's got a whole load of grenades to try and spoil your day with.

Level Five

A trip to the Bay might be fun right now, you think – and so do your new-found pals. No sooner have you sucked on your first ice lolly than on they bounce, and soon it's the usual free-for-all by the waterside. One nice thing about this level (well, probably the only nice thing) is that there's no end-of-level baddy.

Level Six

Finally you make it to a hotel, where, coincidentally, Jessica is being held. Outside the foyer there's the usual bunch of groupies, and then before you can rescue the beautiful, er sorry, rather ugly Jessica there's a blokie called Belger who's the size of a Challenger tank and twice as hard. (But then again he *is* your final fight, so knock him for six and you can put your feet up with a nice hot mug of cocoa.)



Oo-er. This is Andrea, who isn't sweet and nice like some girls at all, and a bit of a bully (er, quite like my mum actually).



STREET-FIGHTING: THE FACTS

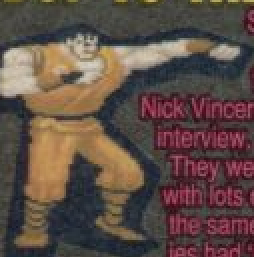
Here's the quick reference guide to street-fighting that no hip and rad individual should be without.



1. Your clothes will get tatty very quickly.
2. If you street-fight in quiet residential areas people will complain.
3. Keep an eye out for on-coming traffic when street-fighting.
4. Don't pick streets on steep hills – you might take a nasty tumble.
5. Make sure the street is well-lit in case you lose your keys or other possessions.
6. Don't expect any sympathy from the police. Street-fighting only aggravates them.
7. You could get badly hurt.
8. So it's best to stay in and watch telly instead.



BOP TO THE COIN-OP!



So what was it like then, this *Final Fight* coin-op from CapCom? Well, as Nick Vincent says down there in the interview, it had huge sprites. They were also incredibly fast, with lots of them on the screen at the same time. Luckily the goodies had 'intelligent' moves (controlled by the computer), which meant they could do whatever they thought was best in any given situation (ie punch, kick or shoulder charge, that kind of thing). Sadly the Speccy version doesn't quite stretch to this, but there are still quite a few funky moves to get the adrenalin pumping. Hold down the fire button, for instance, and Haggar spins round, trashing everything in the circumference of his arms. Useful is probably the word. (And Cody and Guy do spin kicks, which are much the same.)

It's a bit of a shame you don't get to smash up Belger's parked car (using a whopping metal pipe you just happened to be carrying along with you), but we've probably got enough buckets of bloody violence to be getting on with, so you shouldn't really miss that bit of extra icing on the cake.

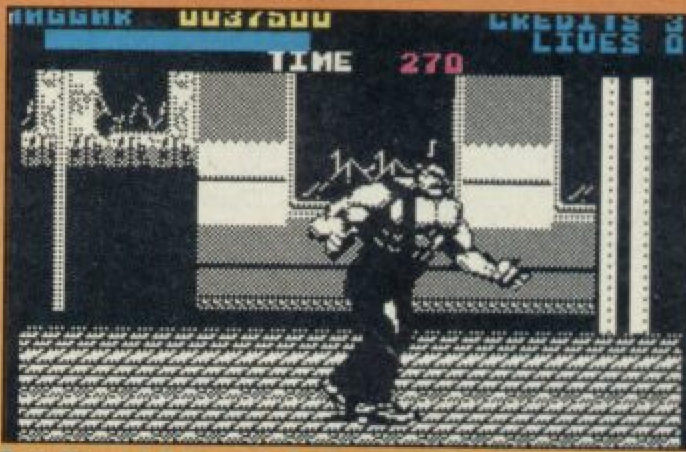


And here's the original arcade game. Mmm. Ooof!! I wouldn't like to be on the receiving end of that slammer!

Thumping good fun

Right, first you've got to choose which player to be. All three have a variety of moves (there's punch, front kick, spin kick, head butt and back somersault) but our mate Hagger's got a load of wrestling tricks as well, such as the famous pick-someone-up-and-drop-them-on-their-head manoeuvre (as performed by Hulk Hogan). Oh, and Hag's by far the hardest, so if you want to give it your best shot then you're best using him.

Okay. Armed with all this hitting power, you move off into Level One. Right from the start you're hassled every step of the way by tough people trying to punch your lights out, with names like 2p, Bred, Lash, Damnor, Hollywood and, worst of all, Bill Bull (he's a bast!). And the really bad news is that when you wipe out these dudes they pop up again on other levels. Usually there'll be at least two others on-screen at any one time, so you're, um, not likely to get bored. (In fact, you're more likely to get completely peeved by losing all your lives and getting thrown out of the game.)



Poor Haggar! He's made it all the way to the subway, and when he arrives there's nobody to beat to a pulp! Aww!

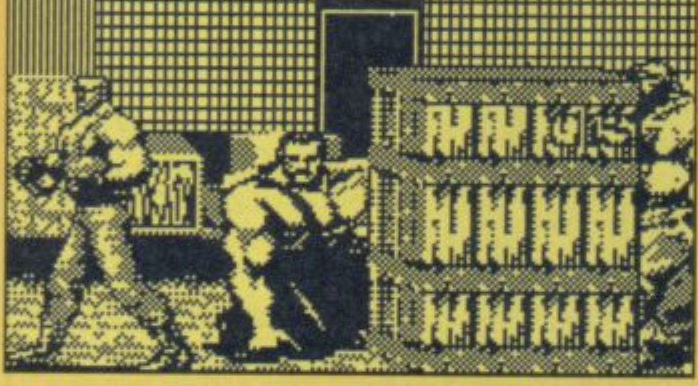
Charging through the levels, you come across objects which, to your tiny, violence-crazed mind, become useful weapons. Dustbins and lumps of pavement can be chucked, dropped or eaten *(Eh? Ed)*, and inside the bins there's a whole treasure trove of swords, knives and even hand-grenades lurking about!



It's also possible to damage the environment, as well as other people (so you can be ecologically unsound as well as a total headcase – hurrah!). Telephone boxes can be smashed, windows broken and whole pavements ripped up. You're not going to be doing much to make the city a nicer place to live in basically – but it's only in Speccyland, so who gives a monkey's anyway, eh?!

Of course all this fighting is incredibly energetic, and you'll need to replenish your dwindling energy levels by eating all sorts of grub. Hagger and his mob aren't too bothered about hygiene, so, with just a quick dust-down, they're more than happy to scoff all the hamburgers, pizzas, beer and, rather strangely, top quality fresh fruit that litter the pavement around them.

And remember, kids, all this is designed using some of the most homongously huge graphics you've ever seen (reputedly bigger than a really big thing!), so if you're wise enough to confine your violent antics to a computer screen, *Final Fight* should definitely be worth a bash. We'll have a review next ish.



"I'm going to close my eyes and count up to ten!" (Haggar and Big Bull indulge in a little hide and seek, bless 'em!)

YOU LOOKIN' FOR A FIGHT?

Well, programmers Creative Materials certainly are! They're the bods behind *Final Fight* (and they also did *Line Of Fire* and *ESWAT*). We took our courage in both hands, armed ourselves with pointed sticks and nitro-glycerine, and went along for a quick 'chat'...

Erm, hello. Are you Nick Vincent, boss of Creative Materials?

Yes indeed. I am he.

Oh. Jolly good then. Er, how close is the Speccy version to the CapCom arcade machine?

It's not far off at all actually. The thing with Final Fight *was that it had huge sprites. Of course, big sprites aren't the easiest thing to do on any home computer, but we decided to give it our best shot. And we were very pleased with the result. We've actually managed to keep the sprites the same size (proportionally), so they look pretty impressive.*

But what about the speed?

Well, it's not as fast as it could be if we'd compromised, but it still runs quickly. What we've done is compress the sprite data so it doesn't slow everything up when the sprites aren't actually being displayed. Clever, eh?

Erm, yes. Any juicy probs?

Well, I've got this bad back... Oh, about the game? No, not really. It was programmed by a guy called Alan Butcher, who's done a fab job of it. He's concentrated very much on the feel and playability of the game, so it should be a real corker.

FAX BOX

Game	FINAL FIGHT
Publisher	US Gold
Programmers	Alan Butcher at Creative Materials
Price	£10.21 *(Oh, good Lord. Ed)*
Release Date	August 1991

Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW
Star Letter winners receive three free games! All letters win a YS badge!

My letters page comes to you this month from Mrs Horsham-Smythe's barn. Apparently, the rest of the crew thought I was spending far too much time in the shed so they told me I needed to feel some fresh air in my lungs. And I've taken up horseriding. Once I'm in the saddle with the reins in my hand I'm in a different world. The blazing sun burns my neck, and the swirling dust batters my face. The soothing breeze ruffles my hair and I feel at one with nature, like a wild boar. In the distance I can see the vultures circling and, if I squint, I can just make out the smoke from the Injun camp... Oh, hello, Mrs Horsham-Smythe. Yes, I'm ready to learn how to balance now.

I REALLY FANCY JUDITH CHALMERS

I'm writing about the competition to win a shed in the June issue of *Your Sinclair*. It's a good competition but did you have to put "I really love Judith Chalmers" in it?

There are plenty of girls who read *Your Sinclair* and it might put them off entering.

Angela Bates
Lincoln

A "good" competition? It was a blimmin' ace competition! Have you no sense of cool? No, of course you haven't – you don't fancy Judith Chalmers.

There's nothing wrong with our Judy. She's a sensible, mature and very attractive older woman. Sal fancies her like mad, and she's a girl. Just because you're a girl doesn't mean that you have to think all women are repulsive. I had a quick whizz round the shed and found that everybody had a fancy for someone of the same sex (as them). James and I think Russ Abbot's a dear and Sal thinks Sue Lawley is almost perfect. Andy O's the first to admit that John Kettley has presence, and Linda goes all weak at the knees when she sees a piccy of Cilla.

You should be proud to stand on the corner of the High Street (just outside Boots) and yell "I really fancy Judith Chalmers". So go and do it. Now. **Ed.**

ICKE-O, ICKE-O

Greetings, oh one with a weeping willow on his head.

Sorry to catch you in the bath as it were, but I was bored enough to write you a letter. Firstly I would like to thank you for telling me when the June issue of *YS* was due for release. I found this information most useful, even though I had already bought the magazine. What I would really have liked to know was when the July issue was due for release but I suppose even you can't predict the future. I tried asking David Icke but he was unavailable, probably due to unforseen circumstances.

Mark Meadows
Cambridge

Erm, greetings to you too. Don't worry, I wasn't bathing. I wouldn't be seen dead in a bath. (Not like that Jim Morrison, ho ho!) Hippies don't have baths, they cleanse themselves in rivers.

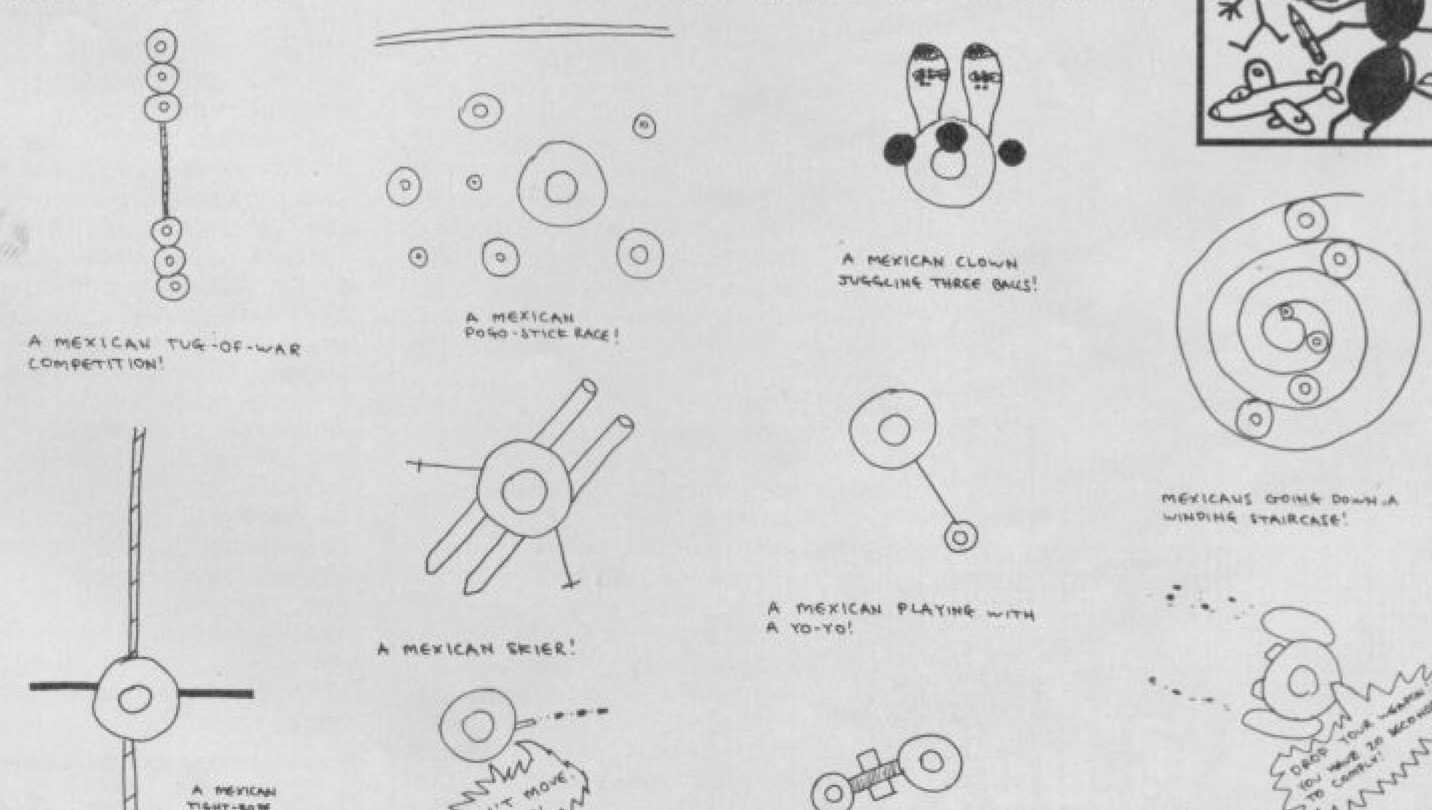
You don't seem to have a very high opinion of me. What sort of hippy would I be if I didn't have a crystal ball and lots of nice, shiny stones? I could have easily found out

DOODLEBUGS

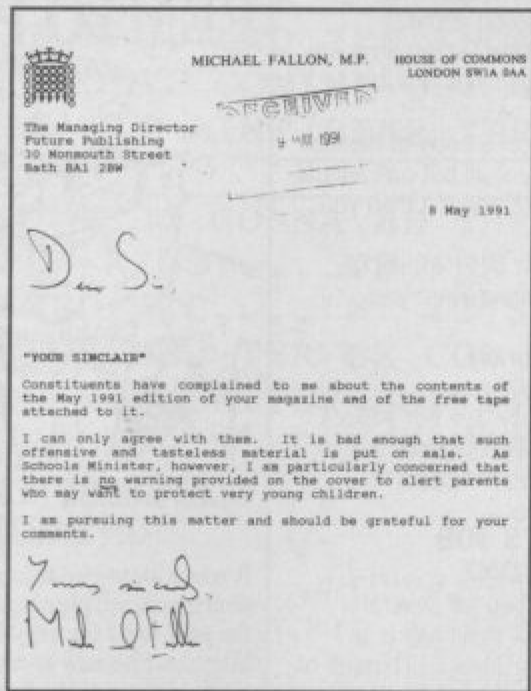
'El Loco' of Wolverhampton thought these chucklsome pics of his "amigos doing certain things from above" might amuse me. And you know what? They did. Caramba!

If you think you can do better then send your scruffy scraps of paper to Doodlebugs, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW. (Who knows, you might get lucky and win three games!)





STAR LETTER


MICHAEL FALLON, M.P. HOUSE OF COMMONS LONDON SW1A 0AA

RECEIVED 9 MAY 1991

The Managing Director
Future Publishing
30 Monmouth Street
Bath BA1 2BW

8 May 1991

Dear S...

"YOUR SINCLAIR"

Constituents have complained to me about the contents of the May 1991 edition of your magazine and of the free tape attached to it.

I can only agree with them. It is bad enough that such offensive and tasteless material is put on sale. As Schools Minister, however, I am particularly concerned that there is no warning provided on the cover to alert parents who may want to protect very young children.

I am pursuing this matter and should be grateful for your comments.

Yours sincerely,
Michael Fallon

Blimey, this is a bit posh. I thought people were supposed to write letters **to** *their MPs, not the other way around.*

Anyway, the game – and I take it you're talking about How To Be A Complete Bastard? Mmm, bit of a tricky one. I guess I peeved off a few people putting it on the cover, but it was a high-profile title and I wanted to give safistfaction (oo-er!) to as many Spec-chums as possible. It's a real shame some readers won't be allowed to buy YS again (because their parents found out and gave them a real good ticking off and then wrote to you) but, erm, unfortunately I can't do much about that now.

Secondly, what's all this about warnings on the cover? What a load of nonsense! It'd only create a flurry of interest in the 'offensive' contents (like those 'red triangle' films on Channel 4) and send sales of the mag shooting through the roof. It even... Blimey, hang about. That's quite a good idea. It could make us thousands of pounds in increased sales of the mag and make me really, really rich! Hurrah! (Er, perhaps you're not such a bad bloke after all, matey. Fancy three free games?) **Ed.**

the exact date of the next ish but I didn't want to abuse my powers. I've got to conserve my mystical vibes for more important things, like finding out which horse is going to win the Charity Shield, or where I put my watch. So instead I thought I'd give Ickey a call. He was very helpful...

Me: *Hello, Dave. When's the next ish of YS due, then?*
Dave: *Call me Sir.*
Me: *Yes, Sir.*
Dave: *There will be much weeping and laughter this year.*
Me: *I thought there might be, but what about YS?*
Dave: *The sun will glow like a ball of fire and there will be delays on the Circle Line between Liverpool Street and St Pauls.*
Me: *Yes, yes. But when's the next issue of YS going to hit the shops?*
Dave: *That's a stupid question. Don't you want to know about earthquakes and clouds and bus timestables?*
Me: *No.*
Dave: *Then go away.*

See, not even the great Dave knows when an issue's due. How am I (a humble beginner) meant to know? **Ed.**

THE SERIOUS BIT

I have always enjoyed reading *YS* – it gives me that funny warm glowing feeling inside. So imagine my horror when the latest ish popped through my letterbox. "Oh no!" I cried in disbelief. "The tape looks scrumptious, but there are only 66 pages in the mag instead of 80! Depletion city!" Obviously this thinness can't continue, so I have a proposition – why not drop of couple of the games on the cover tape and beef the mag up a bit? I wouldn't mind, and I'm sure 80% of your **readers** (and I stress the word) *(I noticed. Ed)* wouldn't either!
Tim 'The Philosopher' Hampson
Bookham, Surrey

So what about the other 20%, eh? Got to keep the customers happy! Actually, you've done a bit of a Madame Pico here. Oddly enough, next month the issue size **will** *go up, and the number of games on the tape* **will** *come down! It's unbelievable! (But true.) Actually, the reason the page size has been so low is because Simon and Phil have been disappearing out of the office (and so not getting any advertising in to pay for the mag). Eventually, we found out they'd been down the park flogging exhorbitantly priced ice lollies and beer. They're now handcuffed to their desks, so proper service should resume shortly.*

And as for the tapes, well, spooky as it may seem, all the Speccy mags have decided to cut their games down to two per month for a couple of issues (but still keep the demos and POKEs and stuff) just to see what happens. I'm as peeved off as you are about these tape wars (I'm for quality over quantity anyday) so fingers crossed it stops all this stupid Ten-Pack and 12-Pack business. Mind you, YS'll still be the greatest Spec MAG in the world even if it doesn't, so there's no worry there. **Ed.**

THE DEVIL IS ALIVE AND WELL AND LIVING IN DERBY

I have enclosed an invisible ghost. He will cause havoc and hell around the YS office. May you all burn in hell and go up in flames. Ha! Ha! Ha!
Leachim, The Devil
Derby

Well, you're a cheery little so-and-so, aren't you? What are you picking on us for? We've done nothing wrong.

SMALL PRINT



PS Delete at will.
Ian Sheppard, Wallasey, Merseyside
Have done. **Ed.**

I am not a fish.
Tony Thorpe, Stockport
That's nothing to be proud of. **Ed.**

When the cow mooeth for the thirty-second time, let the great rock crack and the world end in a blazing inferno. Please?
Mark 'King Of Fish And Cows' Proctor, Markinch, Fife
Oh, okay, seeing as you asked so nicely. **Ed.**

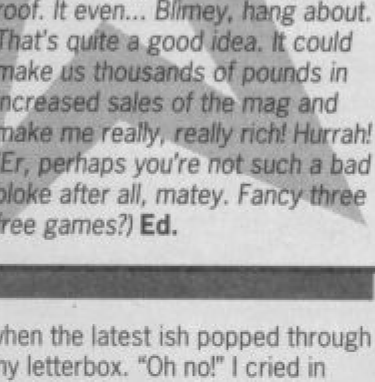
What anorak wearing brigade is he in? The Pink Love Flowers, Brighton division?
Mr Simpkins, Swindon
Is there any better way to be? **Ed.**

Please print this or I'll lose my £3 bet.
Lee Gent, Newcastle-Upon-Tyne
Never let it be said that I'm not as generous as the next man. (Or the one after him.) **Ed.**

If I was the Editor of YS...
Craig Elder, Kirriemuir, Angus
If wishes were horses beggars would ride. (There's a lot of truth in some of those old sayings.) **Ed.**

Why don't you have a small ideas column?
Tung Tse, London
Cos all our ideas are big and great. **Ed.**

WONDERFUL WORLD OF SPECCY



Every morning (except Sundays), the postie delivers letters from exotic-sounding places like Lagos, Spyk and Cheadle Hulme. Here's one from Bucharest – and it's offering us services in return!

A BIT OF APPRECIATION

For the beginning we wish you much success in your activity this year. We appreciate very much your magazine which we consider as one of the best.

We take this opportunity to inform you about our computer club which is the largest in Romania with Spectrum, Commodore 64 and PC users. For this reason please insert our address in your magazine for the clubs who want to contact us.

Hoping to receive your favourable reply and assuring you of our services in return.
Calin Obretin
Romanian Computer Club, Post Office no 37, PO Box no 131, Bucharest, Romania

Thanks for your letter and compliments, they were all very nice. But let's get right down to business and talk about these favours in return, eh? We were thinking (just the other day, in fact) how much we all needed a break. So we've decided come to Romania. As none of us have ever been there before I got Linda to go and do some research. I can now tell you that it's full of lovely woods and mountains, and fields of wheat and potatoes. It's also home to Transsylvania, which has got loads of vampires and... Argh!! Blimey, I'd forgotten about them. Erm, actually, come to think of it, Sal wouldn't really fit into an aeroplane at the moment. So maybe we ought to postpone the visit 'til the baby's born, eh? Yep, that sounds like a much better idea. Er, see you then!
Ed.

KINDLY LEAVE THE STAGE



Only a couple of months ago I thought the art of telling jokes had disappeared. But now you're all at it. (Oo-er!) First up is **Neil Alcock** of Whitchurch...

Saddam Hussein: What would you like for your birthday, dear daughter of mine?
Daughter: I'll have a new bag, dad.

Tastelessly tittersome, I'm sure you'll agree. And here's **Marc Caffrey** with a really crap one...

Q: Where does satisfaction come from?
A: A satis factory.

Ha blimmin' ha. You can do better.

(Well, not much.) And we certainly don't deserve a ghost, not even the crap one that you sent.

Not that he's caused any fires or anything. In fact the only flames around these parts at the moment are those that leap in James' heart whenever he sees a picture of Dannii Minogue. (Which is quite often actually, cos he's got one pinned up by his desk.)

As for havoc, well there's been a little bit of that. I saw Sal eat the entire contents of the shed's biscuit tin the other day. I went up to blag a jammy dodger and she was just standing there looking into space. When she came to she said she'd met your ghost (he's called Rockwell, and is very nice) and claimed that he'd forced her to eat all the biscuits. Which really isn't a very satisfactory state of affairs, because I find it very hard to concentrate without a jammy dodger now and then. So please call Rockwell home, you old devil, you. **Ed.**

BOLONEY

I have a few points to make...

• You are definitely a hippy – get a haircut.
• Put *Commando* and *Spy Hunter* on your tapes. They're brill shoot-'em-ups and someone's nicked mine.
• Linda said *Bullseye* was boring. It's not – it's a good game.
• You said the new Dizzy game was called *Dizzy Panic*. It is actually *Panic Dizzy*.
• Where can I get a copy of the new *Viz* game? I've got all but one annual and I know more about it than you. Ha!

If you don't print this I will set my killer cat, Desmond, onto you.

Gareth Mills
Wallington, Surrey

Send him anyway. I've got a Black And Decker hedge trimmer that'd just love to meet him. **Ed.**

AN EDITOR'S JOB IS NEVER DONE

I am writing to you for several reasons, but the main one is to complain. In the June 1991 issue of your illustrious magazine you printed my letter. Or, rather, you didn't. What you printed of it made me sound like a raving lunatic. You printed my great discovery, but you did not print the evidence for it. Now, I know...

Damien Boater
Frimley, Surrey

It's called editing and I've just done it again. It's my job and I'm pretty good at it (even if I say so myself). Blimey, I don't know what you're complaining about. You got a badge, didn't you? **Ed.**

TRAINSPOTTERS



COLD CHIP FAT

Ha! Gottya! On the April Mag 7 tape there was a *Bumpy* screenshot when there should've been a *Destrux* one. I will not accept any rubbishy excuses.

Hand over the Trainspotter, keep up the good work and thank you for printing this letter.

Michael Molloy
Lurgan, County Armagh

My excuses are never rubbishy. It was James' fault. He told me it was a Destrux screenshot and I believed him. He really needs to be taught a lesson but I can't think of anything horrible enough to do to him. The rest of the team were very helpful. Andy O thought we could tie him to the back of the bike and drive through the streets of Bath at 400 miles an hour. But Andy's bike's so crap it can only reach 25 mph (and that's going downhill). Linda suggested that we force cold chip fat down his throat, but that was a bit too horrible. That only left Sal's plan to make him eat an artichoke flan (she hates artichokes), which wasn't particularly witty at all.

If any of you have any nasty suggestions then send them in on the back of a postcard (au naturellement) to the usual address. **Ed.**

WRONG NUMBER

I claim a Trainspotter! On page 80 in your June issue there was an advert in which each computer had its own symbol. The Spectrum 48K had a square and the Spectrum 126K had a circle. What on earth is a Spectrum 126K? Ha! Explain that!

Daniel Dalessandro
Cambridge

Sorry, I can't. Y'see, we're the editorial department and you need advertising (ie the common people). I'll just get Simon, our ad manager, to see if he can help.
Me: *Simon, could you just take a look at this advert for a sec?*
Simon: *Sorry, Andy. I'm a busy man, things to do, people to see. Must rush, I've got to see a man about a dog. Ask Phil.*
Me: *Erm, Phil, look at this advert.*
Phil: *Come off it, mate! Do I look like a man with time to spare?*
Me: *Well, er, yes actually.*
Phil: *Ha ha! 'Ere, Andy! Fancy a car radio? Lovely piece of machinery – it's worth 50 quid easy but you can have it for a tenner.*
Me: *No, I just want to ask you something about this advert...*
Phil: *James! You look like a man who needs a car radio...*

Er, Daniel, perhaps you'd like to contact the gentlemen yourself. The extension's 2205. **Ed.**

DOUBLE DUTCH

In *Top Fruit Simulator* when you get three bars, you get 200 points. But in your magazine you've put three bars as 20 points. So I'm claiming a Trainspotter, okay?

Mr Spittles
Northampton

Blimey. These Dutch, eh? I don't know what they teach them at school, but it's certainly not good handwriting.

It's quite possible that Arno Van Der Hulst is the greatest living Dutchman, but Linda still couldn't tell the difference between his threes and his fives. Or his zeros and his, erm, blank spaces. Anyway, 200 is a ridiculous number of points. 20 is far more sensible. And as for your last question, no it's not okay. (But you can have one anyway.) **Ed.**

FEMTO PICO



CLEVEREST SCIENTIST ON EARTH

It was a close-run thing, but Helen Sharman won, pipping Femto to the post to be the very first Briton in space. She may be bright, but she hasn't got eight degrees (unlike Femto), she can't do calculus in her head (unlike Femto), and she certainly can't prise apart a group of fighting skinheads and chuck them out of a nightclub (unlike Femto). So let's hear it from the man himself...

Space? Don't you dare talk to me about space! Who'd want to go there anyway, eh? I mean imagine sneezing in zero gravity. Yuck! Nah, I wouldn't've gone if they'd paid me.

Anyway, astronomy's a load of rubbish – what's really interesting is astrology. My great aunt Madame Pico used to be a dab hand at casting the odd horoscope. It's pure science. Just think about it – every day, lots of people with the same star sign are told that they're "going to meet a tall dark stranger". How many tall dark strangers are there out there? Or is there just one who zips all over the planet meeting a 12th of its population in one day? It's a mystery indeed. Time for a quick letter.

Dear Femto
I've just finished my History A-Level, but I'm not sure how I've done. Could you consult the stars and have a look for me? I'm a Sagittarius. Cheers.

Stephen Montgomery
Harrow, Middlesex

I've consulted the 'stars' and they've never heard of you (except Kenny Everett, who thinks he bumped into you once in Bristol). Ha! Only my little jokette there. Right, Steve, I'll just go into a star-gazing trance. Oh dear. You got that Henry VIII question wrong, and fancy not knowing the date of the Battle Of Hastings. I'm afraid you've failed the exam. Oh, what's this? The stars say that you wear red polyester Y-fronts and are saving up for a moped. Don't do it! The exhaust will rust (and the Y-fronts will stick and ride up unpleasantly when the weather gets warmer).

Cor! This star-sign business is pretty accurate. I reckon I've inherited the 'gift' from my great aunt. Anyone else got any questions I can answer?
Ta!
Femto



'ERE PAL, DID YER KNOW THERE'S A BRAND NEW COMIC COMIN' OUT SOON?....WELL THERE IS, 'N' IT AINT LIKE YER ORDINARY PONCY CHILDRENS RAGS! IT'S GONNA BE THE FIRST ALTERNATIVE COMIC FER KIDS!....UP TER DATE, WIV IT, HIP, COOL, WICKED ETC....'N' IT'S MEGA FUNNY, WELL IT'S BOUND TER BE COZ IT'S GOT ME INNIT! SO YER BETTER BUY IT....OR ELSE I'LL COME ROUND 'N' PUNCH YER LIGHTS OUT....RIGHT!
ON SALE JULY 27TH
THE ALTERNATIVE COMIC FOR KIDS
acne
UK DISTRIBUTOR: COMAG - 0895-444055

HINTS'N'TIPS
YS TIPSHOP



Wah-hey, Spec-chums! You're back again already! Well, it's jolly nice to see you. And before we go any further, I'd just like to take this opportunity to thank all those people who sent me strawberry lollipops. They were lush! (Especially the creamy ones.) And they're really good for you as well!

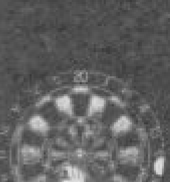
So, what have I been doing apart from eating? Well, I went to watch the *YS* team play baseball. Sal kept the score and James looked dead sweet in his baseball cap (worn back to front, of course). Ye olde editor, Matt, was there too. He fell over whenever he got the chance and ruined his lovely white jeans. Ha! I just sat at a safe distance and laughed!

But the best part of any working week is opening your lovely letters. Honest. It's even better than reading the latest ish of *Smash Hits* – and that's really saying something! (Ooh, I feel a song coming on!) Keep up the good work, sugar pies, and help make an old woman very happy. Onwards...

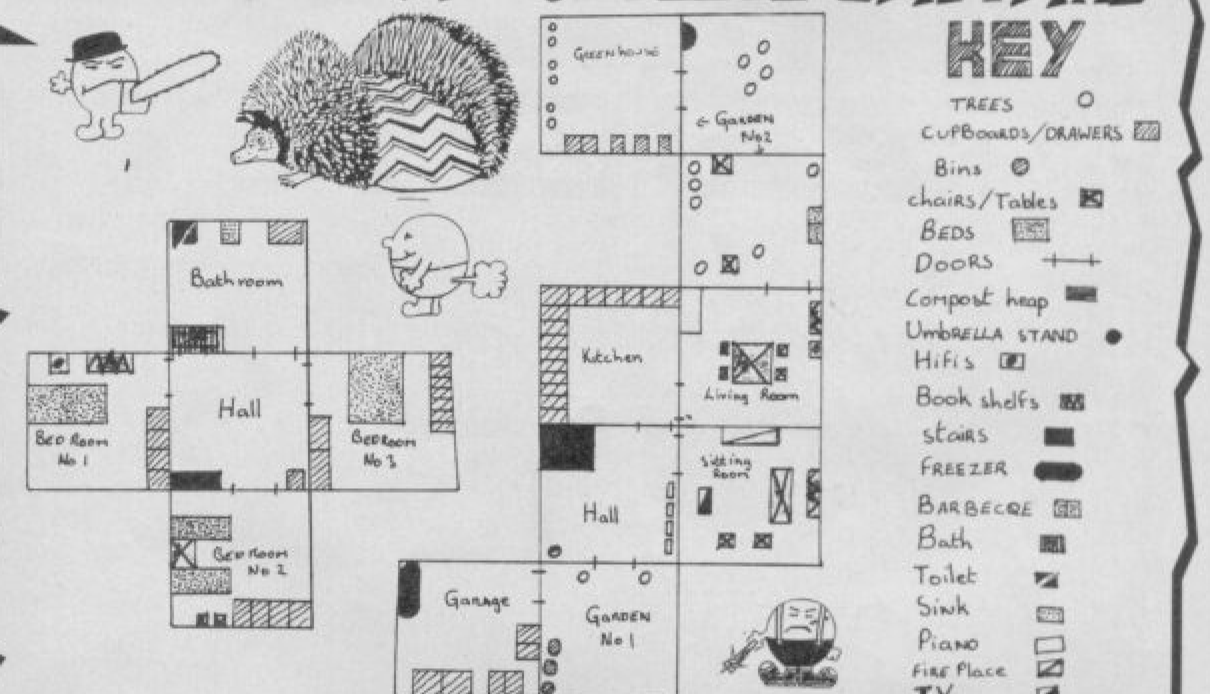
She's mad as a hatter, and ready to please, With a mountain of tips coming up to her knees. (And she's called LINDA BARKER...)







HOW TO BE A COMPLETE BASTARD



There's cheatles and tips galore for Mag 7 stuff this month, and what better game to kick off with than *How To Be A Complete Bastard* – which roughly translated means *How To Make A Complete Nuisance Of Yourself And Annoy Lots Of People Who'd Be Enjoying Themselves If It Wasn't For You.* (So if you're easily offended you'd be advised to skip the next bit which is a map and extensive tips by Ross Anderson.)

If you're trying to make the letters at the bottom of the screen light up, then what you need to do is...

• Go to the coat in the hall, get the pen and stab somebody with it • Cover someone in either toothpaste, washing up liquid, shaving foam, paint, oil, itching powder or sneezing powder • Put icecubes in someone's undies • Tie someone up with hose • Spray a man with perfume • Put a plant pot on someone's head (but not yours) • Put a pillowcase on someone's head (again, not yours)• Spill wine down someone's neck • Squash a potato on a man's head.

Or if you're drunk, you'll get your letters lit up if you...

• Take the tyre and put it over someone's head • Shock someone with a battery charger • Put worms down a girl's neck • Put a bucket over someone's head • Put soapsuds down someone's neck • Cut girl's hair with shears.

To get those extra points...

• Make stink bombs from the chemistry set • Squash the soap • Set the dog's mess on the ground • Set the spider on the ground • Pretend to be a ghost with the sheet and talc • Set fire to or smash all the furniture • Put the 3D specs on • Read the comedy book • Eat the furry pet • Drink some of the 'monster get pissed quick' lager • Play the piano • Throw the brick • Throw the dart at the wall • Throw or smash the umbrella • Get drunk on stock of booze • Squeeze your zits • Eat the curry • Throw the chicken and the pizza • Break the toothbrush.

If you've had a bit too much of the strong stuff and need sobering up...

• Drink some black coffee • Drink the medicine in the bathroom cabinet.

But whatever you do, don't eat any cigarettes, coleslaw, burgers, sausages or crisps. And don't...

• Fart in the kitchen • Drink the weed killer • Eat any pills • Kill someone with chainsaw or razorblade • Open umbrellas inside (cos it's bad luck and you'll turn into an oven) • Reset the computer (because it wipes the game).

Crikey! Must we throw this filth at our Spec-kids? *(Yes. Ed)* Oh, okay. **(The magic Mag 7 moments continue over on p28.)**

SLIGHTLY MAGIC



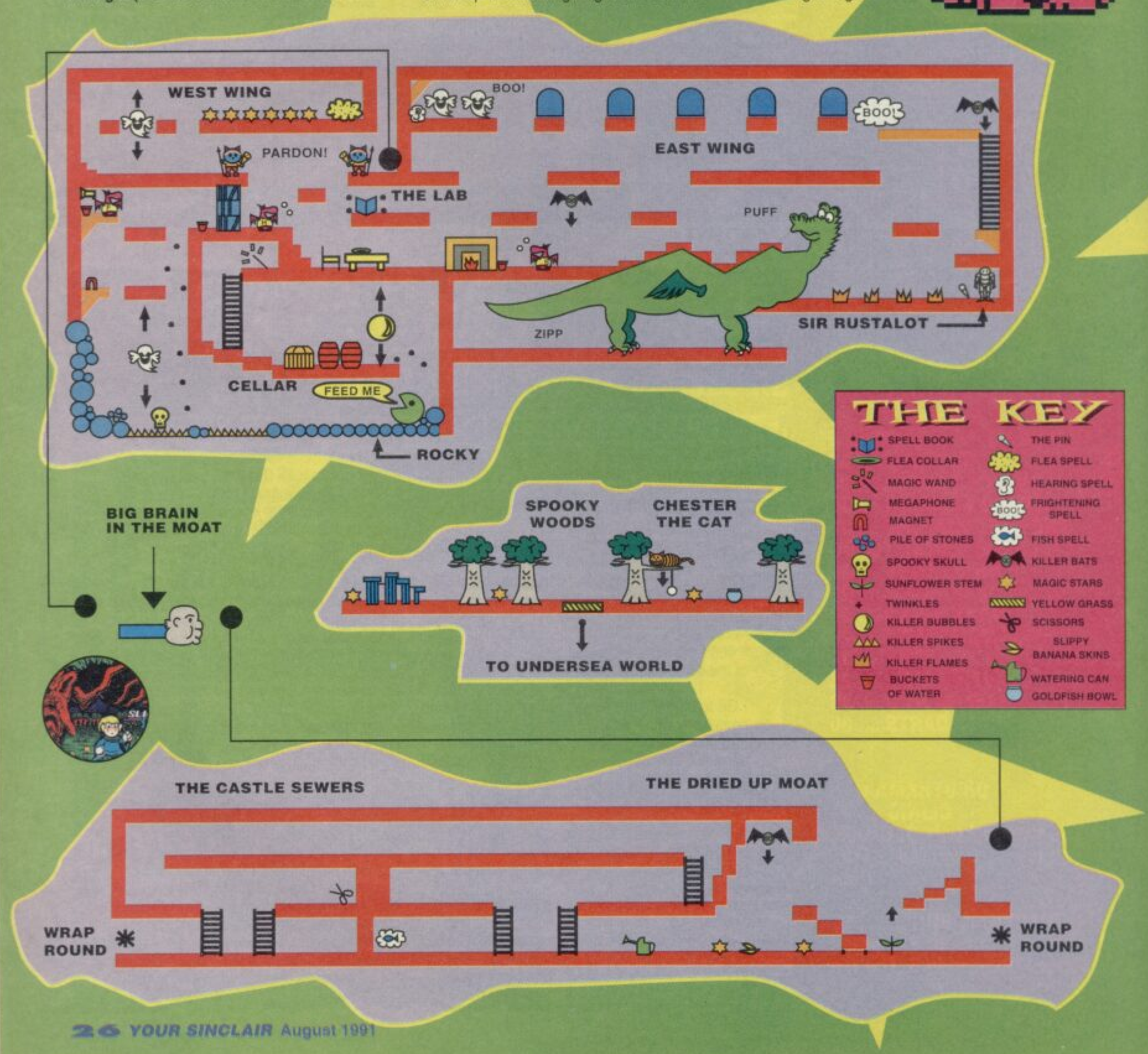
Poor old Leigh. We were all set to send him a copy of *Slightly Magic* this month when, lo and behold, what should drop through the letter box but a map and complete solution for the very same game! Sort of pipped him to the post a bit really. (But he'll be back next month, so see you then, Leigh!) Anyway, the rude interrupter's a bloke called Michael Robinson, who you may remember from the March ish when we printed his equally lovely *Rick Dangerous 2* map. This time he doesn't get quite the same limelight (cos we've taken his artwork and copied it so we could have it in fabby-wazzy colour!) but here's that solution in full...

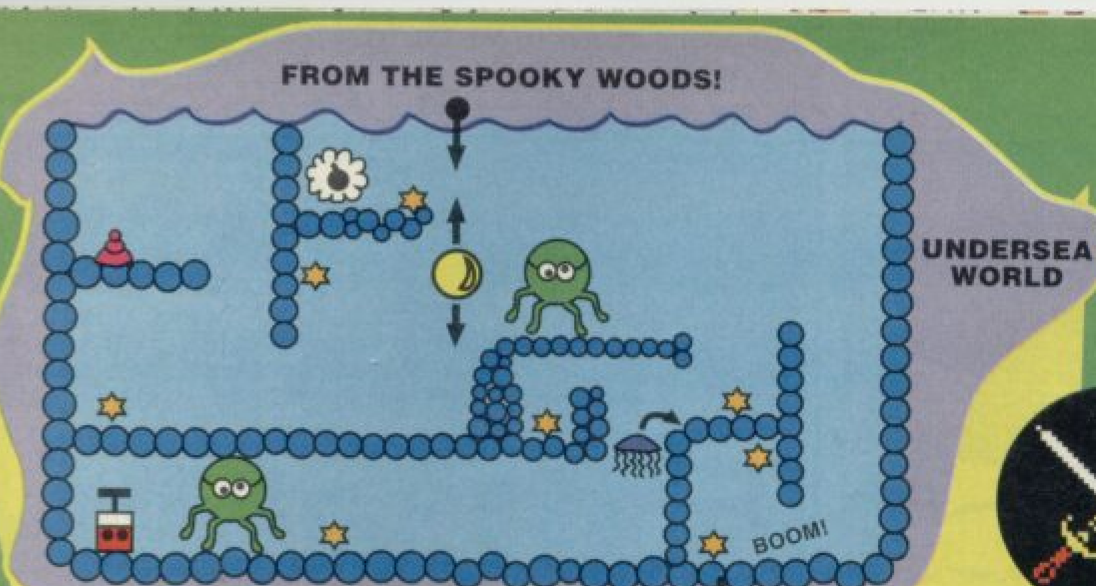
Right. Pick up bucket of water. Left. Extinguish Hic the dragon. Pick up bucket of water. Extinguish Frazzle the dragon. Pick up megaphone and bucket. Right and extinguish Snort the dragon. Left, jumping over his flame which is now on the floor. Drop megaphone in lab and left again. Drop down well, pick up skull and pile of stones avoiding spikes. Feed Rocky the stones. He has turned the 'twinkle stairs' on for you. Left. Stand on rocks in middle of spikes. Enter menu and exit, keep jumping on the twinkles. Get off at platform and get magnet. Carry on up to top. Right to dragon staircase. Climb up to east wing. Right and down to platform above Sir Rustalot. Use magnet to get pin. Back to lab along east wing platforms to spell book. Read, left down cellar, past Rocky and up to bubble. Pop it with pin and go up the ladder. Get wand – you now have magic powers (but no complete spells).

Exit cellar as before and go to east wing and climb ladder above Sir Rustalot. Left and collect Frightening Spell which is now complete with skull. Left to the spooky ghosts, use spell to scare them away. Get Hearing Spell and drop down into lab to pick up megaphone. Spell is now complete. Pick up flea collar. Right into east wing. Left along platforms to spell book. Jump up to room above where Herbert and Hubert the deaf guards are. Use Hearing Spell. They will now let you pass. Left to west wing. Avoid ghost and climb platforms. Jump right from middle of the second platform to collect six stars and Flea Spell. Flea Spell is complete with flea collar.

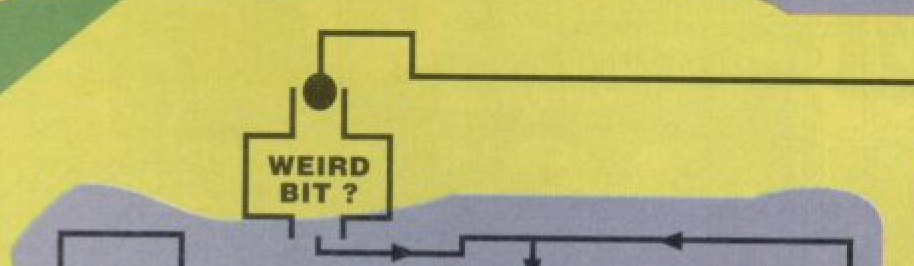


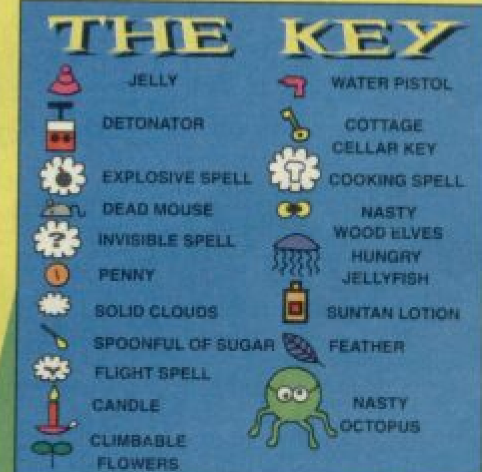
Drop down. Left through west wing to big brain in











TWINKLE TIPS

- **Find the magic wand and read the spellbook to allow you to use spells.**
- **Each spell needs an object to work.**
- **Collect stars to replenish your magic powers. Your powers are drained with use as well as by ghosts, octopuses and yellow grass etc.**
- **If you run out of magic powers you'll lose a life.**
- **Collect 20 stars to gain an extra life.**
- **Watch out for fires, spikes, bananas and Spike the dragon.**

the moat. Use Flea Spell on yourself. Jump on brain. He will then flick you across moat. Collect star and drop down into dried-up moat. Left up the stairs, avoid bat, collect star from under stairs. Left avoiding banana skin. Get star, watering can and Fish Spell. Right to moat. Water sunflower stem in moat with watering can and it will grow. Drop watering can. Right and get scissors. Left and climb sunflower. Right, get star and jump over yellow grass. Cut Chester the cat's yoyo string with scissors. Right, get star and goldfish bowl. Fish Spell is now complete. Left to the moat avoiding yellow grass. It will turn into water. Use Fish Spell, enter water and collect star. Avoid bubble, left to get jelly. Drop down, get star. Right and up avoiding bubble and octopus. Down first entrance, get star and give jelly to jellyfish. He will move, down and left. Get star and detonator. Avoid octopus' tentacles. Right, up, left and down. Get star. Up, right and up. Left to where you entered undersea world and get Explosive Spell off platform and star from under it. Right to the second entrance and down. Get both stars and use Explosive Spell on seabed (where spell was). Boom! You've changed back to a boy and you've fallen into the sky of a new world. Drop



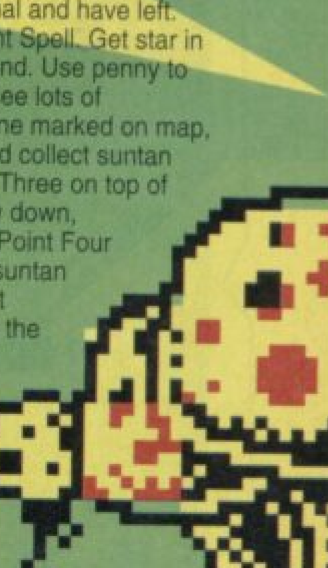
Fish Spell. Right along clouds and past witch. Pick up Flight Spell and candle. Right again and you're back where you came in from Seaworld. Down to ground and left to nasty wood elves. Use candle to frighten them away. Left and pick up feather – Flight Spell is complete.



Right into gingerbread cottage avoiding banana skin. Climb onto cauldron and get star. Use Flight Spell and you're a bird. Fly up to water pistol and drop onto platform. Pick it up and drop down. Left to Hic, Snort and Frazzle again. Use water pistol to put the dragon guarding the key out and collect key. Right into cottage and open cellar door.

Left to the three dragons and use Flight Spell again. Fly up and get star from tree. Up to get other star and Cooking Spell. Land and drop Cooking Spell. Right and climb plants to trees. Collect dead mouse and Invisible Spell. Down. Drop Invisible Spell and go to cottage cellar. Jump onto bottom platform with fat cat on (make sure you don't touch his tail). Feed it the dead mouse and then get vanishing cream. Exit and fly up to star on cottage roof using Flight Spell. Land, left and get Vanishing Spell which is now complete with vanishing cream.

Climb up to witch and use Invisible Spell. Drop spell and then use Flight Spell to get star, spoonful of sugar and next star on right. Land and drop down. You are now visible again. Collect Cooking Spell and penny. Enter cottage and use Cooking Spell (which is complete with spoonful of sugar) on cauldron. Hansel and Gretel are now back to normal and have left. Right past well and use Flight Spell. Get star in tree and in clouds above. Land. Use penny to open well. Down and you'll see lots of characters. Land on Point One marked on map, follow arrow to Point Two and collect suntan lotion. Follow arrow to Point Three on top of a rock partition. Follow arrow down, across, over banana skin to Point Four and sunburnt platform. Use suntan cream on dragon and he'll let you pass. You have rescued the princess and you're back in your dad's good books.



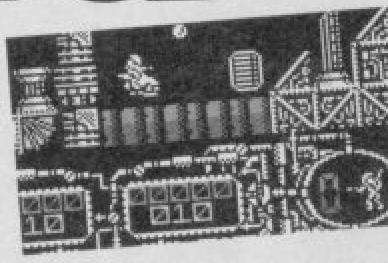
Personally, I've never been out of them. Ta, Mikey – there should be a little something winging its way to you in the post.

ETHNIPOD

Here's a chirpy cheep for the ever-so groovesome *Ethnipod*, care of Alex Turnball.

Type in DEMIGOD on the high score table and you'll get two-player infy lives.

Neat and petite, I'm sure you'll agree.



10th FRAME

And over here, Peter Cooper's got a thing or two to say about *10th Frame*. Go for it, P.

To get all the pins down in one go, move the bowler one notch to the left and the aimer one notch to the left. Press Fire once. Oh, and seeing as you forgot to put in the controls, they're Q = Up, A = Down, O = Left, P = Right and Extend Mode = Fire.

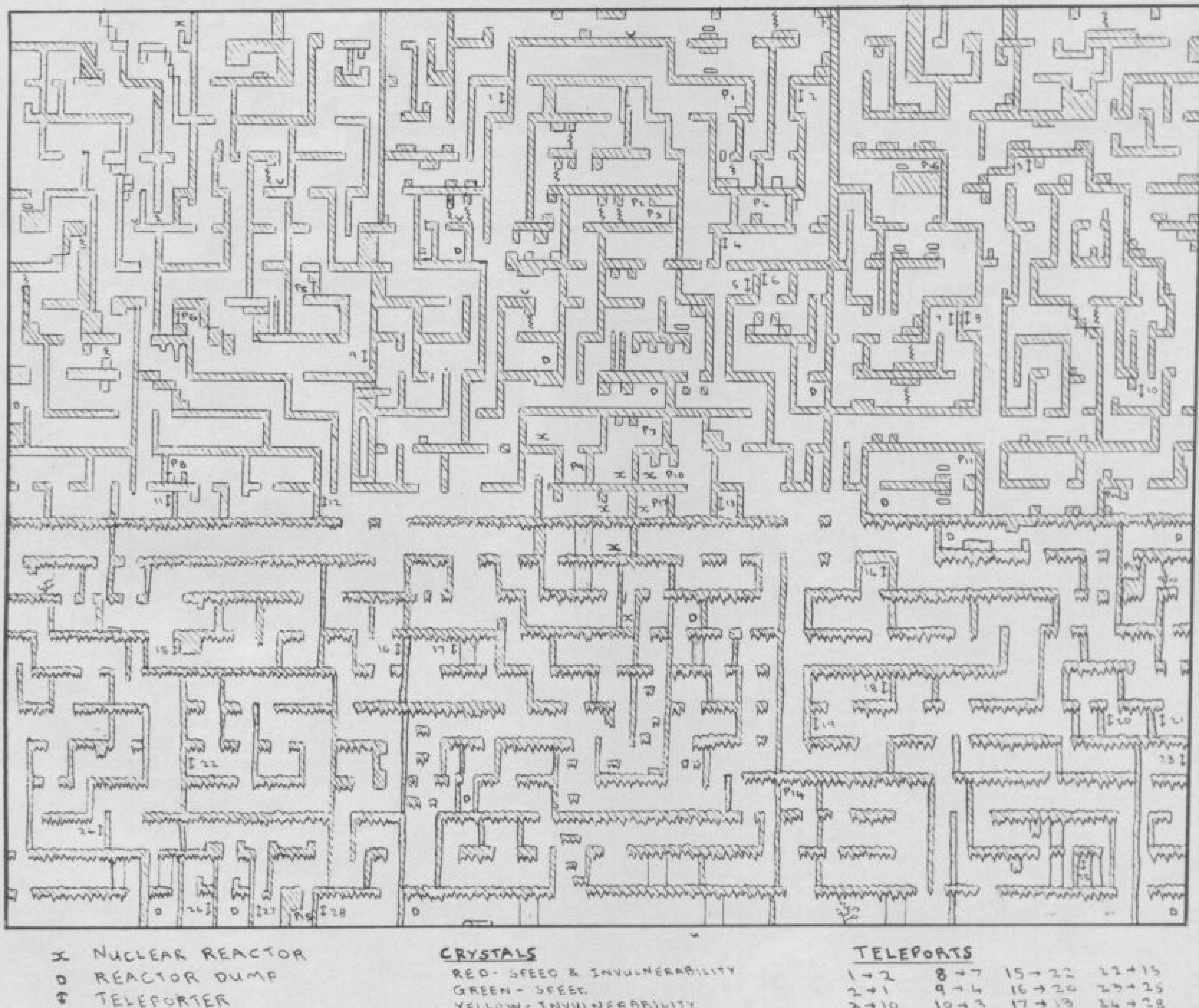
We didn't forget. We just didn't have much space left and thought you'd probably be able to work it out on your own. So ner!

THE ICE TEMPLE

And what's this?! Yet *another* ace cover game tipped and shipped? This time it's the amazing technicolour journey they all love to call *The Ice Temple*, brought to you (in small) by David Rees.

When you finish the game by dying, keep the joystick to the left and the game will restart all on its own. You should be quite far into the caves and, if you search around for a bit, you'll find your ship. Very handy, don't you think?

Certainly! And while we're on the subject, how d'y'all like this absolutely stunning map? Looks a bit complicated, doesn't it? But don't worry – it's all pretty self-explanatory and you'll soon get the hang of it. (Honest!) Oh, and before I forget, it's by Gordon Todd. So, three cheers for Gordo – cheer! Cheer! Cheer!



x NUCLEAR REACTOR
D REACTOR DUMP
TELEPORTER
P PHONE
CONVAYER BELT
ZAPPY BIT
ZAPPY BIT CONTROLLER
DEADLY PLANT
BLOCK OF ICE

* WITH SWITCH OFF

CRYSTALS
RED - SPEED & INVULNERABILITY
GREEN - SPEED
YELLOW - INVULNERABILITY
BLUE - PROTECTED AGAINST PLANT

BOTTLES
ALL INCREASE TEMPERATURE

BOMBS
PURPLE - KILL BADDIES
BLUE - DESTROY ICE BLOCKS

ARROW ICONS
YELLOW - TELEPORT AT BLUE PHONE
PURPLE - DROP INTO CONTROLLER TO TURN OFF ZAPPY BIT

TELEPORTS

1 → 2	8 → 7	15 → 22	22 → 15
2 → 1	9 → 4	16 → 20	23 → 25
3 → 10	10 → 3	17 → 13	24 → 28
4 → 16	11 → 12	18 → 27	25 → 23
5 → 6	12 → 11	19 → 14	26 → 27
6 → 5	13 → 17	20 → 9	27 → 26
7 → 8	14 → 19	21 → 18	28 → 24

PHONE TELEPORTS

P1 → P7	P6 → P15	P12 → P8
P2 → P9	P7 → P1	P13 → P6
P3 → P10	P8 → P5	P14 → P11
P4 → P16*	P9 → P2	P15 → P6
P4 → P17	P10 → P3	P16 → P4
P5 → P8	P11 → P12	P17 → P16

DR. BERKMANN'S



CLINIC

Got a gamesnag? Get a specialist!

Pots of snaglets again this month, so tally ho, Ginger, bandits at four o'clock!

TRAP DOOR

It's amazing really how popular this now tremendously old Don Priestly game remains. Could it be because the series has been shown again on the telly recently? Or is it just because it's so %&$£@ difficult? Anyway, Michael Blade's cry of shame in ish 66 – "How do you make Boiled Slimies and Eyeball Crush?" – has gleaned the usual crop of responses, not least from **Gary Male**, **Simon Broad**, **Michael Lopez** and our old friend **Simon Thick**:

"For the eyeball crush, go into the kitchen and empty out the yellow beaker and go to the room with the flowerpots. Empty out the pack of seeds and put one in each pot. Get the basket and wait for the eyeballs to come out of their stems *(Bleugh! Dr B)*. Collect them in the basket and go to the kitchen. Move the vat to the top of the trapdoor room and empty the eyeballs into it from the balcony. Now attach the bottle to the tap and let the creature with the springy legs out of the trapdoor. Manoeuvre the vat so he lands in it. Green liquid will pour into the bottle *(YEEUGGH! Dr B)*. Put the bottle on the lift and send it up.

"As for the boiled slimies, take the yellow beaker and go outside into the swamp. Catch the four slimies, go back inside and push the cauldron underneath the balcony. Empty the slimies into it. Now push the cauldron in front of the lift and let the green tank out of the trapdoor. Stand in front of the cauldron until the tank levels up and fires, but then move quickly or you'll get roasted. The cauldron will now steam. Push it up onto the lift and send it up (making sure it's still steaming, or it'll be sent back down). To get rid of the tank, raise the weight up and lure him under. The weight'll drop and he'll be splattered everywhere."



Excuse me, I just have to go to the toil... WOOOOOAAAAGHHHHH!

LORDS OF CHAOS

Further info on Kieran McGettrick's knotty and indeed knobbly gamesnag that has so tested the resourses of regular Clinicians. What to do with the apples and the mushrooms? The Swann came up with some good ideas about dropping them in cauldrons last month, but **Edward Sykes** also suggests you eat 'em. *(Eh? Ed)*



"Sure thang, brother. In fact there are two types of apple. Normal apples (green) increase your stamina a lot and your constitution a bit whenever you eat them. Magic apples (yellow) do the same and give you five extra mana (magic) points as well. Mushrooms give you eight extra mana points when you eat them. So the more mushrooms and magic apples you stuff down your throat, the more creatures and spells you can cast!"



Thanks also to **Damon Didcott** and **Nick Glenister**.

SCEPTRE OF BAGHDAD

Trisha Quinn was keen to know how to work the see-saw behind the one-eyed fool, and how to lower the drawbridge at the waterfall. Trouble is, as both **R Swann** and **James McConnell** pointed out, the see-saw's right at the end of the game, and we're talking Complete Solutions if we start getting in that deep (also, I'm a bit short of space this month). But the drawbridge we can certainly sort out. James?

"Go to the room to the right of the starting room. Take the whip. Go to the shops in the wardrobe (I hope you understand this – it would take too long to explain). Keep going right until you see a bull and cart. Jump up to the wheel spokes. You should now have an axle. Go to the room with the drawbridge and replace this one for the broken axle in the drawbridge. Voilà!"

Hope that helps, Trisha. I'll try and fit in the see-saw bit in a later ish. But now it's Haylp time...

HAYLP!

Angie Calvert: "In *Universal Hero*, what do I do with the rubber boots, the starting handle and the piece of plutonium?"

Colin Hewson: "What do you have to say to the Izwal in *Captain Blood*?"

Edward Sykes: "In *X-Out*, how do you kill the end-of-level nasty on Level Two (the one that looks like a giant skull)?"

Andrew Macleod: "How do you assemble the cooling rods in *Tau Ceti*?"

That's it for now – remember, send snags, solutions and bribes to Dr B's Clinic, 30 Monmouth Street, Bath BA1 2BW. Anyone mentioned wins a badge!

Chips Challenge

Following on nicely from last month, here are some more codes for *Chip's Challenge*, this time from Glen Pearson.

43 VJDP • 44 TXHL • 45 UVPZ • 46 HDQJ • 47 LXPP • 48 JYSF • 49 PPXI • 50 QBDH • 51 IGGJ • 52 PPHT • 53 LGNX • 54 ZMGC •55 SJES • 56 FLJE • 57 UBXV • 58 YBLT • 59 BLDM • 60 ZYVI • 61 RMOW • 62 TIEW • 63 GOHX • 64 IJPQ • 65 UPUN • 66 ZIKS • 67 GGJA • 68 RTDI • 69 NLLY • 70 GCCG • 71 LAJM • 72 EKFT • 73 QCCR • 74 MKNH •75 MJDV • 76 NMHR •77 FHIC • 78 GRMO • 79 JINU • 80 EVUG • 81 SCWF • 82 LLIO • 83 OVPJ • 84 UVEO • 85 LEBX • 86 FLHH •87 YJYS • 88 WZYV.

Got that? Right.

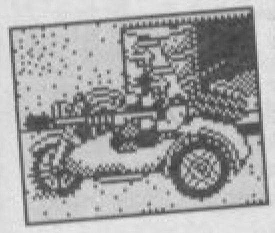
TIR NA NOG

Colm Larkin would like to ask us a question....

Betcha the Sidhe in *Tir Na Nog* really annoys you? Yeah? Thought he might! So here's a tip. When you walk through it you disappear. Then press 6 and 1 and you're back in the same place with everything you were carrying on the ground and no Sidhe. Clever, eh?

I presume the Sidhe is that really annoying monkey thing and I wish I'd had your tip earlier. I'd have shown it what for!

NAVY SEALS



A really baby tip here for the second mission in *Navy SEALs*...

Press 1 and 2 for map and then press the right hand side keys for a hidden game – *Space Invaders From Baghdad*!

That's pretty cool. Thanks, Andrew Bourne.



POSTMAN PAT 2

Postman Pat, Postman Pat. Postman Pat and his black and white cat. Early in the morning, just as day is dawning... (Ahem.) Sorry, here's David Pegg with something sensible to say...

When the game has loaded hold down all the keys on the left hand side until you hear a beeb. Select keys or joystick then select Easy or Hard. When the game starts, everything is upside down. But the proper cheat is that your tea-o-meter will never go down. Now that must deserve a badge.

Sure does, honey-bun! (Clink!)

MARAUDER

This is an old Gremlin game that's been rereleased by Kixx and, er, I don't really know much more about it than that. But I know a man who does. He's called Ian Osborne and he's got this to say...

- Collect extra lives and smart bombs by hitting the three defence beacons at the start, then allowing yourself to be killed. You can then destroy the beacons again, and repeat as often as you like. (Getting killed after the first stage while holding a large number of smart bombs sometimes results in you losing some. Sorry!)
- Don't bother with any elegant strategies. Just put your foot down and fire. If you pass anything without hitting it, let it be.
- To get rid of the first end-of-level baddies, push forward as far as the computer will let you and then move left and right firing diagonally.
- Beware of poor sprite masking.

Thanks for the warning. You take care too.

PRACTICAL POKES

Lovely jubbly! It's time to meet that POKEy blokie again, Mr JONNY-WONNY NORTH!

Good news for everyone who wanted to get hold of a SoftRom. Steve Shepherd, of 50 Lincoln Street, Norwich, Norfolk NR2 3LA has started producing them himself – a real example of "so impressed he bought the company" *(And paid you a nice little earner for mentioning him in the copy. Ed)*. For those who don't know, the SoftRom can do just about anything you want it to – it acts like a Multiface, but it's got 16K RAM that you can install lots of different software into (a copier or disassembler, for instance). I certainly wouldn't be without one *(Heaven forbid! Ed)*, but you can get full details from Steve.

Now for the numbers...

Ethnipod

This reader game went down well, didn't it? I've got about 8,000 letters to testify to it! In the end I plumped for this dinky little routine from a bloke called **Buzz**, cos I liked the loading system he sent me.

```
10 REM Ethnipod by Buzz
20 CLEAR 24499: LOAD
"loader"CODE 65E3
30 POKE 65054,201: RANDOMIZE
USR 65E3
40 POKE 61193,0: POKE 61453,0:
REM infy lives both players
50 POKE 56988,0: POKE 57286,0:
REM infy grenades both players
60 POKE 61335,0: POKE 61336,0:
POKE 61606,0: POKE 61607,0:
REM no shield balls lost both
players
70 RANDOMIZE USR 25031: REM
end marker
```

Super Robin Hood

I don't think I've printed any stuff from **Katherine Bostock** before, but if I have you'll doubtless let me know. She's this month's Hacker of the Month cos her listing's so short. Firstly, load as normal until the screen goes black. Stop the tape and press Break. Now enter the little line of data that follows, RUN and restart the tape. When it loads you'll have infy health points. Here we go. (Ready?)

```
150 DATA 62,201,50,190,197.
```

Covertape Capers

To finish off, here are a couple of routines for last month's Mag 7 tape. The *Ice Temple* one gives infy lives, and the *Rampage* one gives infy energy. Thanks to **Richard Swann** (again) for them, who also adds that if you want to send him an A4 SAE and a quid *(He's at it again! Ed)* then he'll more than happily send you a nice little booklet of Multiface POKEs in return. The address is 24 Dalston Close, Heatherside, Camberley, Surrey GU15 1BT.

Meanwhile the POKEs look like this...

```
10 REM Ice Temple by Rich
20 CLEAR 65535
30 FOR F=23296 TO 23335
40 READ A: POKE F,A: NEXT F
50 RANDOMIZE USR 1366
60 RANDOMIZE USR 23296
70 DATA 221,33,237,254,17
80 DATA 201,0,62,255,55,205
90 DATA 86,5,33,202,255,34
100 DATA 142,255,33,33,91,17
120 DATA 202,255,1,8,0,237,176
130 DATA 195,0,255,175,50,156
140 DATA 246,195,0,222
```

```
10 REM Rampage by Rich
20 CLEAR 24319
30 LOAD ""CODE 16384
40 LOAD ""CODE
50 POKE 56693,0
60 RANDOMIZE USR 56832
```

T'END

That's it for another month, so send your stuff to me, Jon North, at Practical Pokes, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW. And send your requests for the Pokerama tapes to the same address too. See you in the scrolly.

SWEENEY TODDS ODDS AND SODS

Blimey! Young Mr Gerard Sweeney's been working hard this month! He's sent in a whole selection of cheats, kicking off with *CJ's Elephant Antics*. This one's a complicated-sounding cheat which isn't really a cheat, and it's not that hard either. Erm, anyway – here it is...

This is very useful for any 'poor souls using rubber keys or the two Sinclair interfaces' for whom the simultaneous two-player option can cause problems. When you load the game, type in "TRUKEYS" and the message "True keys enabled" should come up.

This means that Pause and Quit have to be "Symbol-shift"ed (ie you have to hold down Symbol shift and the number).

Well, I'm sure it'll come in handy for somebody. Now onto *Wacky Darts*...

When playing the game hold down all the movement keys (sorry, this cheat doesn't work on the joystick) and the hand should slow down to an easier speed.

And, a little bite for *The Last Vampire*...

On the scrolly bit at the beginning (where the credits come up), hold down 8, 9, U, I and the message "cheat mode now activated" should come up. Simple, eh?

Exactly how I like them.

Gerard's also been getting to grips with Byte Back's rather splendid *Kendo Warrior*, and sketched out this map for us. Back to you, G...

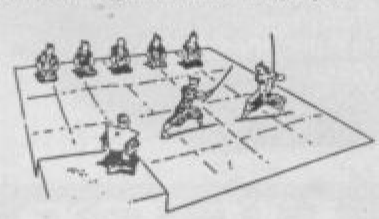
Well, it's pretty simple really. Er, just follow the key and away you go.

(Sound advice there, Spec-chums.)

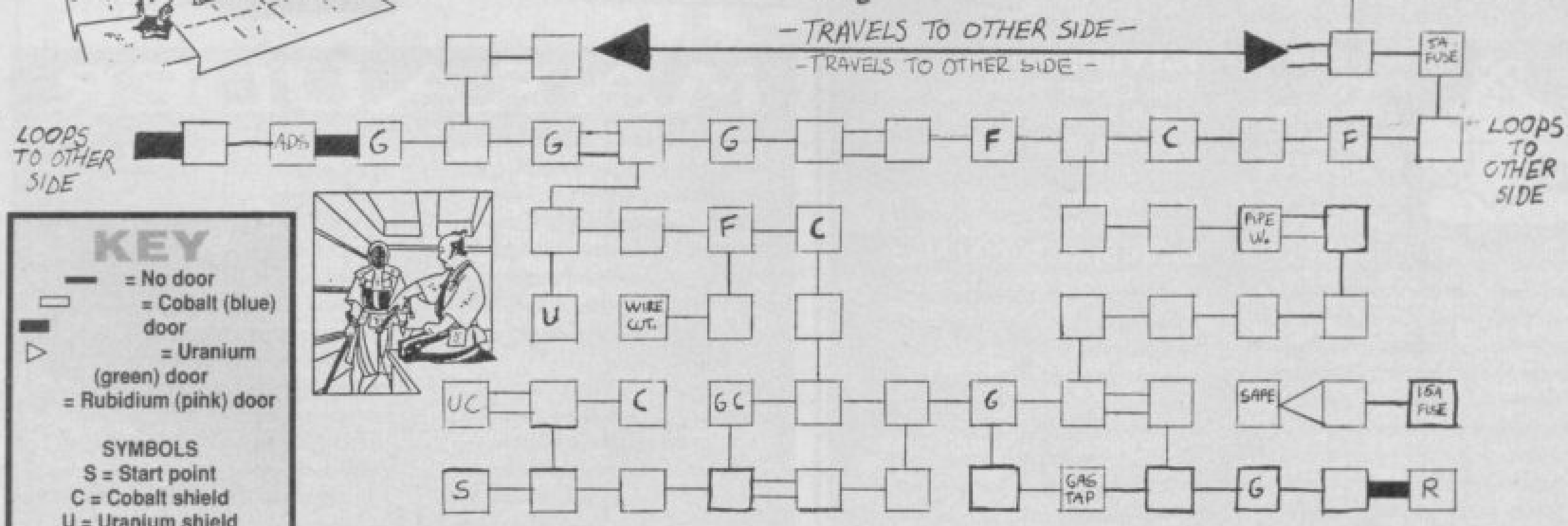
Fuses Take 5, 15 and 30 amp fuses to fuse box.
Pipe W Pipe wrench, use on gas tap.
Wire Cut Wire cutters, use to disable guns.
Gas Tap Use pipe wrench to disable flames.
ADS Auto digital sequencer – use on safe for papers.
END NME End-of-game scumbag – huge buddah thingy.

And before I say goodbye, here's a hint – the best move to kill any of the dratted enemy is to roll into them. This not only drains their energy but you also get hit less. There's a slight problem with this though - it doesn't work on dogs. T get rid of them, try jumping up and down on them and kicking them (while someone phones the RSPCA!).

What a mean chap, eh, readers? Thanks though, G! And stay in touch, y'hear.







KEY
= No door
= Cobalt (blue) door
= Uranium (green) door
= Rubidium (pink) door

SYMBOLS
S = Start point
C = Cobalt shield
U = Uranium shield
R = Rubidium shield

SWIV

What a game, eh, Spec-chums? *SWIV*'s got it all – sun, sand, and, erm, more sand! Oh, and loads of people trying to kill you. Luckily, Terry Errington's sent in oodles of tips to guide you through the desert. Worra lad!

Right, if you're playing in one-player mode always choose the helicopter cos then you don't have to worry about crashing into buildings.



Level One

The gun emplacements only fire straight ahead so they're easy. The helicopters come in groups and they only need one hit to be destroyed but on later levels you need to hit them several times. The houses fire homing missiles – to stop them simply blow their rooves off. To blow up the tanks simply shoot their turrets.

The big bird spaceship is really easy – stay at the bottom of the screen and keep blasting until you blow its head off. It will dive at you but just move to the left or right. When you blow its body up it will leave behind a square containing a heart. Fire once at it and the heart will turn into an arrow – collect the arrow for double firepower. Don't bother getting the heart later cos it only gives you an extra life and double firepower is much more useful because on later levels there are spaceships which need more hits to blow them up.

For the big monster laser gun at the end of Level One, blow the two tank doors at either side first. The laser fires three blasts and then waits two seconds before doing it again. This should give you time to get across the screen to do each door. When you have blown off the doors go to the bottom of the screen a little to one side of the laser and keep firing. If you got the double firepower earlier in the level, one of your shots will keep hitting the laser and blow it up pretty quickly.

Level Two

Watch out for the cars that go horizontally across the screen cos they leave lots of bombs behind. Always blow up the helicopters on top of the buildings so you don't crash into them. On the water section always go for the boats as soon as they come on the screen cos they can fire in all directions which can be pretty hairy. When the big spaceship appears go for the firepower again and you'll have triple firepower – this is the most ammo you can get.

When you go back on land watch out for the missile launchers, dodge the guided missiles and they'll go away. Try to stay to the left of the screen cos this is where the missile launchers are and you can fire at them without them firing at you. For the big end-of-level guardian go straight up to the missile launchers on each side, blow them up as quickly as possible and then shoot the gun turrets.



Level Three

This one starts off fairly straightforward. The round things don't fire at you so don't bother going out of your way to kill them. Kill the big spaceship and get the extra life. For the end-of-level guardian blow the winged spaceship and watch out for the bullets it fires. When you've got rid of the spaceship some little things will join together and fly around launching missiles at you. This is where things get more difficult. Dodge the missiles and then keep hitting the flying things.

Level Four

Watch out for the volcanoes cos they fire rocks at you in a diagonal direction. Get the heart when you get rid of the spaceship but be careful cos it comes on screen with a tank by its side. The big tanks fire pods at you. These need five to seven hits each before they blow up. The end-of-level guardian is a sort of triangular shape thing with three gun turrets. These fire homing missiles and bullets. You need to dodge the missiles and bullets and blow up the three gun turrets. Then, voila! You've finished the game with a cushy score. The final message is... *Mission complete. You got 'em! Nice work.*

Blimey. All that blasting doesn't half make your ears ring!



LOTUS ESPRIT TURBO CHALLENGE

And finally, a massively long list of racetracks for that fine vroom-vroom game, *Lotus Esprit Turbo Challenge*, and a tip or two from Mark Hardisty...

Note first that the corner number is the number after the Start/Finish line of the corner. Right, now we can get straight in with the tracks on the easy level.

Italy No pitstops needed. Sharp corner No.2 which is a right. This track contains long corners.
Mexico No pitstops needed. All corners are sharp.
Iceland No pitstops needed. Sharp corners are No.3 (left) and corner No.6 (left). The road is hilly.
Spain No pitstops needed. Sharp corners are No.3 (left). All corners need the race-line.
England No pitstops needed. Sharp corners are No. 2 (left) and No.3 (right). All corners need race-line and most corners are long.
Sweden No pitstops needed. Sharp corners are No. 1 (left) and No. 2 (left). As above, the corners need race-line. The track is twisty.
China Pitstop needed at the end of the 5th lap – half a tank of fuel needed. The track is twisty but not difficult. Note – the pit is close to Start/Finish line so be careful to brake early.

Got those?

Erm, sort of.

Good, then we can move onto the harder level.

Portugal No pitstop. All left-hand corners are sharp. This track should be taken at high speed.
Norway No pitstops. Sharp corner No.3 (right).
Kenya Pitstop at the end of the 5th lap – half a tank of fuel. Sharp corners No.7 (right) and No.10 (right). The track is twisty.
Alaska No pitstops. Corners are long and all right-handers.
Malaysia Pitstop at the end of the 5th lap – half a tank of fuel. Sharp corner No.1 (left). Track is twisty in places.
Canada Pitstop at the end of the 5th lap – half a tank of fuel needed. Sharp corner is No.3 (left). Most corners are long.
Peru No pitstops. Sharp corners No.1 (right) and No.2 (left) – these are in quick succession. Also, No.4 (left).
Brazil No pitstops. Sharp corners are No.2 (left) and No.3 (left). Both are very sharp.
Scotland No pitstops. Sharp corner No.24 (left). Corners are long.
Wales No pitstops. Sharp corner No.2 (left). This is a sprint track.
Nepal Pitstop at end of 5th lap – half a tank of fuel. Corners are long, beware of over-steering.
Russia Pitstop at end of 5th level – quarter tank of fuel. Sharp corners are No.2 (left) and No.5 (left).
Australia No pitstops. All corners are sharp, the pit lane is straight after No.1 (right) and the pit is very short.
Greece Pitstop at end of 5th – half a tank of fuel. This is a power track, very easy.
Antartica No pitstops. The track is fast but very twisty.

And finally a few general titbits of kindly advice and then I'll be off.

☆ When in 2-player mode, co-operate by telling each other about slow cars, tail-enders etc.
☆ To qualify for a Lotus licence just complete the hard level.
☆ When the car is turning and climbing a hill, at the brow of the hill release the controls to centre the car.
☆ Select computer (automatic) gears and accelerate, so concentration is only on steering.
☆ To take the race-line – when the corner direction signs appear, count two seconds and then turn into the corner.

Most humbly do I thank you, sir. And most meekly do I beg you to accept those thanks.

SWEET!

Right, that's that then! But never mind, there's always next month to look forward to. I suppose you'll all be zipping off soon to exotic and faraway places, eh? It's alright for some! Well, when you're sunning yourselves on golden sands and swinging through tropical undergrowth just you remember me stuck in this dim shed and jolly well send us a postcard. (And a few tips and maps wouldn't go amiss either!) Send your stuff to Linda B (that's me!), Tipshop, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW. Ta-ra!

Hurrah! It's The Super Summer SPEC-CHUM VOX POP!

[At a pinch!]

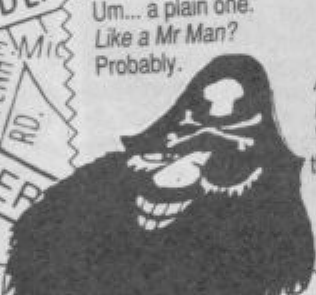
We all know that Spec-chums have enormous good taste and intelligence to match. But who exactly are they? And where do they live? And what's their favourite ice-lolly?

We sent our resident *That's Life* interviewers JAMES LEACH and LINDA BARKER out into Bath to get some answers. This is their sorry story...



Blimey – what's this? A pirate in the middle of Bath!? We expected our first Spec-chum to be a little bit less salty and barnacled, but we finally plucked up the courage to tell him that the sea was 25 miles away, and to give him directions back to his ship...

Excuse me! Erm, would you mind telling us exactly why you're dressed as a pirate?
I'm promoting three-piece suites.
Oh, right. That's a good enough reason (sort of) ... Why?
For the money.
Of course! So what's your favourite ice-lolly?
Um... a plain one.
Like a Mr Man?
Probably.
And what was the last thing you laughed at?
Well, it wasn't Paul Daniels, that's for sure! Ha-ha!
Ha.
No, but there are some funny things on TV. *Red Dwarf* – that makes me laugh.
And how long have you owned a Spectrum for?
That's another kind of ice-lolly is it?
Er, no – it's a computer... Hang about. You are a Spec-chum, aren't you?
Eh? Oh no, I'm not clever enough to understand stuff like computers. I have enough trouble with videos and phones and things like that.
Good grief!! Well, we're obviously wasting our time here. Bye then! Good luck with, erm, whatever it is you're doing.




Jamie, the three-piece suite salesman.






Joy, not looking very joyful at all actually.

Of course, just because our first vox-popper wasn't a Spec-chum didn't mean that nobody else was. So we cast around for someone else to annoy. And what should we spy, readers? A spaceman perhaps? A deep-sea diver? A clown? No – just a lady sitting by a tree, quietly eating her lunch. Cautiously we approached...

THESE CLOGS WERE MADE FOR WALKIN

Excuse me, we're from Your Sinclair magazine. Could we ask you a couple of questions?
Mmmppffggmm.
Sorry?
(Swallowing sound.) I'm eating my lunch at the moment.
Are you are Speccy owner, by any chance?
No, I've got a Vauxhall Nova 1.2.
No, you don't understand. A Speccy is... oh never mind. Well then, er.. oh dear. Well, what's your favourite ice-lolly anyway?
Orange Maid, if you must know.
Splendid. And what makes you laugh?
Not much at the moment – my budgie died yesterday.
Oh...
Hang on. There *is* something. Ha ha, Russ Abbott – hee, hee – in those brilliant Castella ads...
Russ Abbott?! But surely everyone knows those Castella ads are rubbish?
Heh heh, no, they're really funny. You young people don't appreciate good humour, that's your trouble.
Oof. Perhaps not. (After all YS is a bit crap!) By the way, are you going on holiday this year?
Yes.
Where to?
I'm off to Holland to see my brother.
Eurgh! Holland's crap! (Except for Arno Van Der Hulst, of course.) No, you should buy yourself a Spectrum instead.
Well, frankly it's none of your business actually.





Well blimey – we certainly weren't having much luck, were we, Spec-chums? Where were you all?! Next we spied an innocent looking couple wandering around the Roman Baths. Aha! we thought. By the way they dress, they're obviously from France (possibly Provençe). We approached them stealthily for no better reason than to let James practice his French...

Bonjour, willez vous helpez us avec our magazine?
I'm sorry, we don't understand. We're from Los Angeles, California.
ARGH!!! Ahem, er, just our little joke, there. Anyway, can we ask you what your favourite ice lollies are?
Chocolate flavour.
Oh dear. No, not ice-cream – ice-lollies. You know, really expensive, flavoured frozen water on sticks.
Oh, we don't have them in the States. We have fudgcicles.
(Sigh.) Never mind. So what makes you American-type chappies laugh?
She: His face in the morning.
He: Her face at night.
Mmm. Very amusing, we must say. Don't suppose you've got any Spectrums in the States?
Spectrums! Yes, we do! I think someone in Atlantic City once had one. But it's bust now.
Thought not. Never mind. Let's face it, this whole conversation has been a complete waste of time.
No, because we just luurrve your accent!
Er, well, we quite like yours as well. It's very, um, American. Anyway, goodbye and have a nice journey back. And keep an eye out for Spectrums! (Phew, they've gone!)





Kristin and Patrick all the way from sweet LA.



Louise and Karen giggling their way across Bath.

You'd think Spec-chums were an endangered species. Smarting from our American encounter, we decided to interview just about any Tom, Dick and Harriet we bumped into. We ended up grabbing two girls coming out of Boots and immediately realised we'd made a huge mistake – they both erupted into fits of uncontrollable giggling. We soldiered on...

Yes yes, we know we both look very funny, but what are your favourite ice lollies?
Karen: Giggle, giggle, Strawberry Split, tee hee hee.
Louise: Ho ho ho ho, Feast, probably. Ho ho hooo.
Fair enough. And may we ask where you're going on holiday?
Karen: The Yorkshire Moors (giggle giggle ad infinitum).
And you?
Louise: Anywhere but the Yorkshire Moors! Tee hee hee!
Great. And we know we're going to regret this, but what makes you laugh?
Karen: Well, you two are quite funny! As a rule, I don't laugh very much (giggle giggle), but Vic Reeves can make me titter.
Surprise surprise.
Louise: I tend to laugh a lot at just anything really (hee hee hee).
Really? And neither of you happen to own a Spectrum do you?
Karen: No.
No. Thought not. Typical. Anyway, although it's been nice, I'm afraid we have to go now.
Karen and Louise: Giggle, giggle, giggle.
(Blimey, we'd better leave before they explode!)

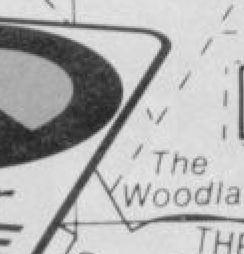


YOU WOULDN'T LET IT LIE!

And that, as they say, was that. Obviously, you were all back home doing what Spec-chums, er, usually do (or something). We decided to conclude our mission however by finding a man in uniform to stamp a little authority on the proceedings (seeing as how we'd clearly failed to do so ourselves). We aproached a traffic warden...
Hello, we're from Your Sinclair magazine and we wondered if we could take your photograph and...
No.
Oh, is it against regulations?
No, I just don't like having my photo taken. Anyway, I'm trying to do my work, you should go and do yours.
Well, we are actually.
Call that work?
Erm, yes. And it's a damn sight better than hassling people and sticking pieces of paper on their cars and...
Pah, get out of my way.
So do you own a Speccy then, Mr Traffic Warden?
Look I've told you. Beat it or I'll have the police on you!
And with that he marched off. So quickly in fact that, although we managed to take a piccy, it turned out we only got a picture of a car. Place an X on the spot where you think the grumpy old codger stood and you could win yourself a million (count 'em – a million!) pounds! *



Hey! Mr Traffic Warden, where are yoo-oo?





Well, there's some faces for you. Not the right type of people, but they'll do. Spec-chums are an exclusive bunch, it seems. And as for the nation's favourite ice-lolly and mirth-maker, well there's no clear consensus. So we thought we'd do our own survey...

So there you go, Spec-chums (you elusive bunch you!) – conclusive proof that this great nation of ours likes nothing better than something very cool to suck on and a jolly good laff. Ta-ta!

* Not from us of course, but who's to say someone else won't give it to you instead?

SCOOBY DOO & SCRAPPY DOO

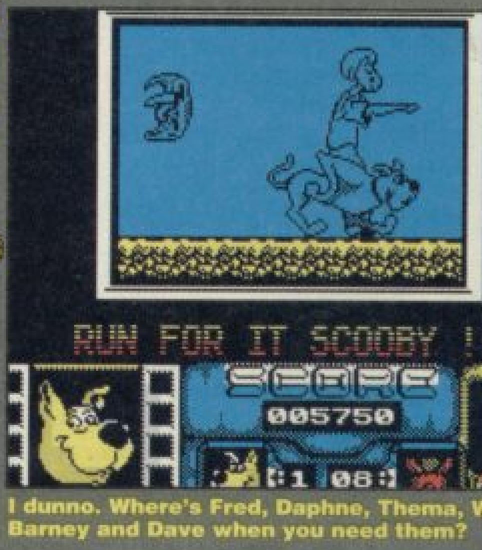
Hi-Tec/£2.99 cass



Rich **I think Hi-Tec should give themselves a pat on the back, buy themselves a bunch of flowers, invite themselves out for a romantic dinner and then ask themselves back for 'coffee', because I reckon it can be safely said that this is their best cartoon tie-in game yet.**



Not that it's exactly brilliant. It's nothing more than your average horizontally-scrolling platform-and-ladders game (probably the least original type of game on the entire planet). But at least this sort of thing's a lot more fun on the Speccy than the poorly-written scrolling beat-'em-ups and crummy arcade adventures that make up the majority of the other Hi-Tec tie-ins.



I dunno. Where's Fred, Daphne, Thema, Wilma, Barney and Dave when you need them?

Right then, the game. Scooby and Shaggy have wandered off in search of some grub and haven't come back, so you've got to go and get them. Conveniently, Scoob's right at the end of the four levels which you (as Scrappy) have to negotiate. On the way you get to collect Scooby Snacks (for extra lives), apples, and rather scurrilous-looking lumps (for score) which I naturally assumed were dog turds (they later turned out to be burgers). And there's the inevitable baddy lurking on the odd platform here and there, along with the unsurprising object which will kill you if you land on it.



And, to tell the truth, this is about as much like a scrolly platform game as scrolly platform games go (if not more so). The difference here is that there's enough quality for it to be far nearer the standard that new budget releases should be. In true Hi-Tec style, the graphics are gurt lush (or whatever the latest 'hip' phrase is) but underneath them still lurks an addictive enough game to stop me moaning on and on. It's all rather too repetitive, conventional and familiar to achieve an astonishingly high mark though. Nevertheless, it's a bit of a nice surprise.



MEGAPHOENIX

Dinamic/£9.99 cass

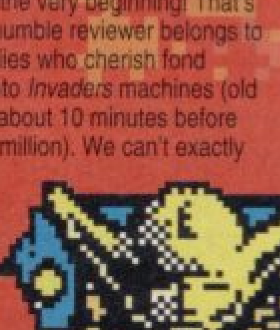


James **First there was *Space Invaders.* Then there were millions of other games. And now here's *Megaphoenix* – which is exactly like *Space Invaders* all over again. The wheel, it seems, has come full circle. The die is cast. The chips are complete.** ***(Eh? Ed)***



Waves of hideous aliens swoop down on your poor, petrified laser base. (Still, he's doing a pretty good job of holding them back!)

And I was there right at the very beginning! That's right, Spec-chums – your humble reviewer belongs to that ancient group of wrinklies who cherish fond memories of putting 5p's into *Invaders* machines (old 5p's mind) and playing for about 10 minutes before giving up (with scores of 2 million). We can't exactly remember when it was (because we're all so brain-dead and senile now), but, erm, we do know we had a darn good time.



And Dinamic would like you to have one now too. Yes! The little squibs are back, pooing deadly laser energy bolts and pogo-ing into you with all the energy of a ballistic missile (only not quite as well as they used to).

There are about ten levels of 'action'. You move your laser-base left and right, firing up at the waves of aliens, who are also moving left and right, but much faster. Occasionally one'll swoop down with frightening speed, forcing you to either blast it, or scurry for the edge of the screen hoping it won't follow (which is a bit optimistic really, but worth a try). And that's about it. So let's take a close-up look at some of those levels, eh?

Level Two sees small eggs whipping from side to side in the sky above you, and the next one is much the same stuff, only now the eggs unleash huge big phoenixes when they split open (which then proceed to fire lots of horrible missiles at you). Then there's the actual megaphoenix itself, which swoops around dropping even more eggs onto you. Miss them in mid-air and they land next close by and shower you with deadly bits of shell (which aren't too good for your health). Kill the big bird in the sky and she'll blow up, giving you a special power weapon and leaving you free to go on to the next level, which is incredibly difficult to get through. This has got four of the smaller swooping-type aliens, and then a real big bast who you've got to shoot down while dodging the others. Coo, eh?

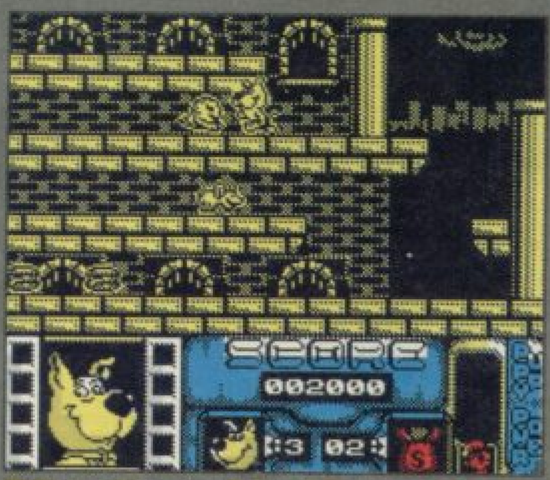
The bad news is that from then on it's all very repetitive. The only difference is that you get more (and better) weapons each time round – so things get slightly easier (but a lot more boring).

Space Invaded

Not that *Megaphoenix* is a complete blueprint of *Space Invaders* of course. For instance, there aren't any shields to hide behind – instead there's a shield 'rating' which sort of protects your craft. One hit doesn't instantly kill you, but you need to wait for your defence to regenerate itself before wading in with your lasers blazing again. Also, the swooping aliens are rather new to the game (albeit very much like the ones in that other crinkly old chestnut, *Galaxians*). It's not



The galaxy's full of big bullies, and here's a good example. Why doesn't he go away and bother someone else?



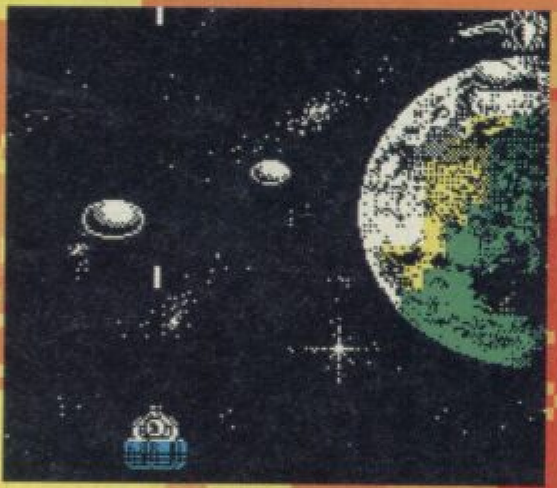
Tidy graphics, aren't they? Here we see Scrappy, er, walking somewhere. (Ahem.)

FINAL VERDICT

LIFE EXPECTANCY 60° | ADDICTIVENESS 73° | GRAPHICS 75° | INSTANT APPEAL 82°

DIAGNOSIS: Nothing new or outstanding, but certainly an improvement on the usual Hi-Tec fare.

74°



Watch it – those eggs are deadly. (And they're usually dropped right on your head!)

completely unplayable either – every time you have a go you keep trying to get that little bit further. It's fast, it runs slickly, and the graphics and sound are good.

But let's not get too carrried away. Quite simply, it's not a patch on the original. It feels really tacky and cheap, it hasn't got any depth, and it's all far too 'Made In Hong Kong'-ish. As a budget it'd probably pass the test, but as a full-price, big-boxed 'new' game (and one that held a lot of promise when we first heard about it, sob sob) it falls well short of the goodies.

Nope, if you're going to do something like this then you've really got to all-out on the fireworks. What we want is something with a fresh twist to it, something that's really big and colourful and operatic – like Taito's *Super Space Invaders '91* (with lots of mad flying cows and things like that). It's exactly the same game design, just dressed up and tweaked, and made to stand out from a very drab and grey-coated crowd. And guess what? Domark are bringing out an 8-bit conversion of the very same game later in the year! (So we'd better hold onto our pennies 'til then, eh?)

FINAL VERDICT

LIFE EXPECTANCY 51° | ADDICTIVENESS 78° | GRAPHICS 76° | INSTANT APPEAL 64°

DIAGNOSIS: Perfectly playable, but too much of an expensive *Space Invaders* clone. Go for a budgie imitator instead.

53°

THOMAS THE TANK ENGINE & FRIENDS



Alternative/£2.99



Rich *Thomas The Tank Engine And Friends* costs £2.99, and comes from Alternative. (As you'd probably gathered, of course.)



So then, if you walked into WH Smiths with three pounds and bought a copy, you'd come out with one penny change. Providing you weren't fiddled by the cashier, that is. Or they'd run out of on one pees. One pees, eh? Now that's and interesting topic for conversation. Did you know that *(Just get on with it. Ed)*.

All right then. I'll come clean. The thing is, you see, well, it's just, erm, well that this game isn't really any good. Just take everything that I say about *Sooty And Sweep* over on page 57 and it applies here as well, only even more so.

Problems start with the more than restricting gameplay. The idea is for you, as Tom, to get from



the far left to the far right of the track, picking up a coach halfway along. And that's it. The track splits and joins (as shown in the screenshot) so you have to stay on the correct line as the rest are dead ends, or go back on yourself if you take a wrong turning. The 'easy' mode really is pathetic as you're almost guaranteed to polish off each of the six available tracks within fractions of a minute – the only hazards are other trains which appear from nowhere and collide with you. In 'hard' mode on the other hand we're talking practically impossible as unavoidable trains appear all over the place (causing you to go back miles), things appear on the track to kill you, and sometimes, believe it or not, you fall off.

I'm beginning to get to the stage that I'm frightened to leave the house at night for fear of being mugged by someone from Alternative or Hi-Tec, as I'm always so nasty about their games. The software charts do tend to reflect what I've said though, so I can't be too wrong. But this game hasn't got one thing going for it. (Apart from the beepy rendition of the theme music at the beginning, perhaps.) I'm sorry, but not saying this game is a complete waste of time would be a bit of a case of the pot calling the kettle black. (Or whatever.)



It's our old friend, Thomas the Tank Engine. Right there, Tom? How are you? Wife, kids, job all okay? Ah, good. See ya down the pub!

FINAL VERDICT

LIFE EXPECTANCY 26° | ADDICTIVENESS 32° | GRAPHICS 60° | INSTANT APPEAL 35°

DIAGNOSIS: Possibly one of the only budget games which is equally entertaining regardless of whether you load it or not.

32°

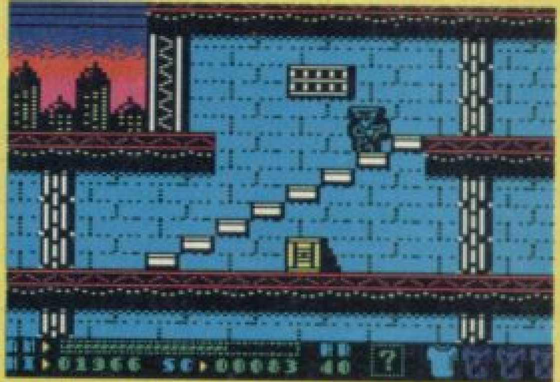
DOWNTOWN

Atlantis/£2.99



Linda "Things'll be great when we're downtown." Hmm. A bit of a false impression that. This *Downtown* is nothing to do with bright lights and fun-filled evenings at all. No way, José! Instead it's where all the bad guys hang around on street corners with Tommy guns and bottles of rye (in brown paper bags, of course).

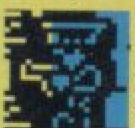
We're in the scummiest area of NYC and you're a rock-hard cop. Trouble is, there's an even rock-harder gangster called Marlon Raffia strutting the mean streets too. You've got 48 hours to assemble the evidence and put him behind bars. Four witnesses (who've been trussed up in various buildings and sewers by Marlon's gang) each know the whereabouts of a bit of a tatty old photo – free them, piece the snapshot together, run Marlon down to the station and you've sussed it.



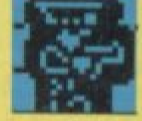
Here's our cop bouncing around looking for a witness. Nice sunset, eh, Spec-chums?

Hold the celery!

Games are a lot like pizzas – you've got the basic dough (in this case a horizontally-scrolling shoot-'em-up), then you've got the topping which is loads of things added on to make it more tasty (or something). Here, the chunks of pepperoni *(She's flipped! Ed)* are various rooms and buildings that you can enter from the street. These are the platformy parts so you have to go up and down in lifts, jump over lots of packing cases and kill oodles of incredibly hairy men.



Of course there's always something on a pizza which you have to pick off (like celery). It's all very well climbing into sewers at various points along the street, but more often than not you end up falling in accidentally and getting really annoyed cos it's ages back to the next ladder up. Also, your little cop is quite difficult to manoeuvre around the platform bits. He often refuses to land on things, or jumps straight over them. It's sooo frustrating!



The graphics are clear, the sprites are lively and it's a competent game. It's just not that incredibly exciting – I found myself falling asleep at the scrolling bit and only really woke up when I got into a room. Nope, *Downtown*'s a touch too easy for my liking and full of too many irritations (the poor Spec came in for a bit of a bashing!). I had some fun, but then again I didn't have to pay for it.

FINAL VERDICT

LIFE EXPECTANCY 62° | ADDICTIVENESS 65° | GRAPHICS 72° | INSTANT APPEAL 66°

DIAGNOSIS: Rather simple split-screen cop shoot-'em-up with reasonably interesting platformy bits.

62°

reviews

HARD DRIVIN
Cass only
£2.99

HOSTAGES
Cass. £4.99
Disk £6.99

TURBOSOFT

IN NOW
SIM CITY
Cass. £7.99
Disk £9.99

Time Machine
Cass only
£3.99

SPECIALS CASSETTE

	SRP
Brian Cloughs Football Fortunes	3.99
Barbarian II	3.99
P-47 Thunderbolt	4.99
Mr Heli	3.99
The Cycles	3.99
Dragon Spirit	2.99
A.P.B.	2.99
Xybots	2.99
Hammerfist	2.99
Vendetta	2.99
Ninja Spirit	2.99
Crackdown	2.99
R-Type	2.99
3D Pool	3.99
Starglider 2	4.99
Laser Squad	4.99
Tin Tin On The Moon	2.99
Kick Off 1	4.99
Purple Saturn Day	2.99
Double Dragon 2	4.99
Turrican	4.99
X-Out	2.99
Carrier Command	6.99
Zombi	4.99
Ninja Remix	4.99
Pub Games	2.99
Satan	3.99
Castle Master	4.99
Puffys Saga	3.99
Time Machine	3.99
Bloodwych	3.99
Dragon Ninja	3.99
Night Hunter	3.99
Time & Magic	2.99

POWER UP
CASS ONLY
£12.99

Altered Beast,
X-Out,
Rainbow Islands,
Turrican,
Chase HQ

MINDSTRETCHERS
CASS OR DISK
£14.99

Monopoly,
Cluedo,
Scrabble

IN STOCK NOW
HEROES
CASS £7.99
DISK £12.99
Licence to Kill,
Star Wars,
Running Man,
Barbarian 2

TOLKIENS
TRILOGY
CASS £8.99

The Hobbit,
Lord of the Rings,
Shadows of Mordor

GAME, SET &
MATCH 2
CASS £9.99
Matchday II, Ian Botham's Test Match, Basket Master, Super Hang On, Track 'n' Field, Superbowl, Winter Olympiad, Steve Davis Snooker, Nick Faldo's Open

KONAMI ARCADE
COLLECTION
CASS £7.99
DISK £13.99
Mikie, Jackal, Nemesis, Jailbreak, Ping Pong, Yie Ar Kung Fu 2, Hypersports, Shao Ling Road, Green Beret, Yie Ar Kung Fu

DYNAMITE
ONLY £11.99
Cass only
Afterburner, Last Ninja II, WEC Le Mans, Double Dragon

30 MEGA GAMES PACK
CASS ONLY £12.99
Karnov, Gee Bee Air Rally, Aliens, Super Hang On, Real Ghostbusters, Guadal Canal, Firetrap, Knightmare, Galactic Games, GFL American Football, Wonderboy, High Frontier, Inc. Shrinking Sphere, Supersprint, Prodigy, Basketball, Park Patrol, Ace 2088, Star Raiders 2, Explorer, Big Trouble in Little China, Mermaid Madness, Corporation, Hacker, Ghostbusters, Spindizzy, Baseball, Dandy, Rampage, Enduro Racer.

SPECTRUM TOP 30 HITS

	CASS	DISK
Robocop 2	8.99	12.99
Kick Off 2	7.99	11.99
Golden Axe	8.99	11.99
Pang	8.99	11.99
Chase HQ 2	8.99	11.99
NARC	8.99	11.99
Switchblade	8.99	11.99
Welltris	8.99	11.99
North & South	9.99	12.99
Cricket Captain	7.99	N/A
F16 Combat Pilot	11.99	14.99
Light Corridor	7.99	11.99
Toyota Celica G.T.	8.99	11.99
Turrican 2	8.99	11.99
Star Control	8.99	12.99
Multi Player Soccer Manager	7.99	N/A
Navy Seals	8.99	12.99
Super Monaco G. Prix	8.99	12.99
Back to the Future 3	8.99	12.99
Super Cars	8.99	12.99
Nightshift	8.99	12.99
Skull & Crossbones	8.99	12.99
European Superleague	9.99	12.99
Predator 2	8.99	12.99
Viz	8.99	11.99
Hero Quest	8.99	12.99
Shadow Dancer	8.99	12.99
3D Construction Kit	18.99	22.99
Hydra	8.99	12.99
Toki - Goes Wild	8.99	12.99

SPECTRUM CLASSICS

Adidas Football	8.99	N/A
Airborne Ranger	7.99	11.99
Batman The Movie	7.99	11.99
Bridge Player 2150	14.99	22.99
Carrier Command	10.99	13.99
Championship Golf	7.99	N/A
Chase HQ	7.99	11.99
Chips Challenge	8.99	12.99
Colossus Bridge	8.99	11.99
Colossus Chess 4	7.99	11.99
Cricket Master	7.99	N/A
Emlyn Hughes Soccer	7.99	11.99
E-Swat	8.99	11.99
Extreme	8.99	12.99
F-15 Strike Eagle	7.99	N./A
Football Director II (128k)	12.99	12.99
Football Director 2 (+2 version)	13.99	13.99
Football Manager II + Exp Kit	7.99	N/A
Grand Prix Circuit	7.99	12.99
Gunship	7.99	11.99
Heroes of the Lance	7.99	11.99
Iron Lord	11.99	16.99
Judge Dredd	8.99	12.99
Loopz	8.99	11.99
Lotus Turbo Challenge	8.99	12.99
Midnight Resistance	7.99	11.99
Monty Pythons Flying Circus	7.99	11.99
New Zealand Story	7.99	11.99
Operation Thunderbolt	7.99	11.99
Pipemania	7.99	11.99
Project Stealth Fighter	7.99	11.99
Puffys Saga	8.99	11.99
Puzznic	8.99	12.99
Rainbow Islands	7.99	11.99
Rick Dangerous 2	7.99	11.99
Robocop	7.99	11.99
Saint Dragon	8.99	11.99
Shadow of the Beast	8.99	12.99
Shadow Warriors	7.99	12.99
Silent Service	7.99	N/A
Sim City	7.99	9.99
Super Off Rd Racer	8.99	12.99
Tank Attack	9.99	12.99
Teenage Turtles	8.99	12.99
The National	7.99	N/A
Time & Magik	4.99	9.99
Total Recall	8.99	11.99
Treble Champions	7.99	N/A
Untouchables	7.99	11.99
War in Middle Earth	7.99	11.99

FORTHCOMING ATTRACTIONS

	CASS	DISK
Greg Norman's Golf	9.99	12.99
Beach Volley	7.50	11.99
Player Manager	7.50	11.99
Sly Spy	7.50	11.99
Badlands	7.99	11.99
Gunboat	7.99	12.99
Last Ninja 3	9.99	N/A
Hard Drivin 2	8.99	12.99
Z-Out	8.99	11.99
Robozone	8.99	11.99
Creatures	7.99	N/A
Never Ending Story 2	8.99	11.99
Championship Run	8.99	11.99
Jahangir Khan's Squash (128K)	8.99	12.99
Exterminator	8.99	13.99
Lone Wolf	7.99	N/A
Dick Tracy	8.99	12.99
Gauntlet 3	8.99	12.99
I Play 3D Soccer	8.99	12.99

NOTE: Not all titles listed in Forthcoming Attractions are released at time of going to press. These will be sent on day of release. Subject to availability

WAR GAMERS

Ancient Battles	11.99	N/A
Arnhem	7.99	N/A
Austerlitz	9.99	N/A
Battle of the Bulge	9.99	N/A
Blitzkrieg	7.99	N/A
Crete 1941	9.99	12.99
Cromwell at War	9.99	N/A
Desert Rats	7.99	N/A
Invasion Force	9.99	N/A
Napoleon At War	7.99	N/A
Overlord	7.99	N/A
Roundheads	3.99	N/A
Stalingrad	7.99	N/A
The General	9.99	N/A
Vulcan	7.99	N/A
Wellington At Waterloo	9.99	N/A
Yankee	7.99	N/A
Zulu War	7.99	N/A

LOOK! MEGA OFFER LOOK!

For every £10 spent you can choose a free game from the list below (Cass. only) Hive, Explorer, Dervish, Big Sleaze, Tempest, Hacker (128K), Ballbreaker, Ms Pacman, Last Mohican, Rex, Arc of Yesod (48K), Arc of Yesod (128K), Cauldron, Guadal Canal, Captain Blood, Book of the Dead, Ballblazer (128K)
All the above available @ £1.99 each.
Games subject to availability, items may be substituted.
Offer also applies to the following + 3 disk games:- Captain Blood, Stir Crazy Bobo, Tin Tin on the Moon

+3 DISK SPECIALS

Bards Tale I	6.99
Butcher Hill	4.99
Shinobi	9.99
Intensity	4.99
By Fair Means or Foul (Boxing)	7.99
Captain Blood	2.99
Vindicators	4.99
3D Pool	7.99
PHM Pegasus	4.99
Escape Planet Robot Monsters	7.99
Bloodwych	6.99
Tin Tin of the Moon	2.99
Purple Saturn Day	4.99
Hostages	6.99
Football Manager 2	5.99
X-Out	5.99
Turrican	7.99
Stir Crazy - Bobo	2.99
Iron Lord	9.99
Zombi	7.99
Spy Who Loved Me	7.99
Night Hunter	7.99
Sim City	9.99

IN CROWD
ONLY £11.99
Barbarian, Gryzor, Crazy Cars, Predator, Karnov Combat School, Target Renegade, Falcon

TAITO COIN OP
ONLY £9.99
Rastan, Flying Shark, Bubble Bobble, Arkanoid, Starfight, Arkanoid II, Renegade, Legend of Kage

SUPREME CHALLENGE
ONLY £4.99
DISK £10.99
Elite, Ace, Sentinel, Starglider, Tetris

SOCCER SPECTACULAR
ONLY £4.99
DISK £10.99
Football Manager,Peter Beardsleys Soccer, World Champions, Handball Maradonna Soccer Supremo

WORLD CUP 90 COMPILATION
ONLY£7.99 DISK11.99
Tracksuit Manager
Gary Linekars,
Hot-Shot,
Kick Off

T.N.T.
CASS ONLY £7.99
DISK ONLY £12.99
Hard Drivin,Toobin
Dragon Spirit
A.P.B.
Xybots

THE BIZ
ONLY £11.99
Operation Wolf, R-Type, Batman Caped Crusader, Double Dragon

MEGA MIX
ONLY £11.99
Barbarian II, Dragon Ninja, Operation Wolf, The Real Ghostbusters.

30 RED HOT HITS
ONLY £7.99
Ghostbusters, F.A. Cup, Agent X, Kane, L.A. Swat, Ninja Master, Rasputin, Ollie & Lisa, Ricochet, Zolyx, Way of Exploding Fist, Dan Dare, Formula 1, Dark Sceptre, Brian Jacks Superstar Challenge, Tau Ceti, I-Ball, Park Patrol, Thrust, Harvey Headbanger, War Cars, Tarzan, Druid II, Ninja Hamster, Magnetron, Mystery of the Nile, Frightmare, Mega Apocolypse, Traz, Catch 23.

Please charge my Access/Visa No: .... **Expiry Date:** ....

ORDER FORM
Please supply me with the following for
Computer ....

Titles	Price

Customer Number:
DATE: ....
NAME: ....
ADDRESS: ....
....
....
..................Post Code..............
TEL: ....

YOUR SINCLAIR AUG '91

Please make cheques & PO payable to ***Turbosoft***

(Credit card orders taken payment cashed only on despatch.) Orders under £5 add 75p P&P per item. For first class add 75p P&P per item UK only. EEC countries add £2.00 per item. Non EEC countries add £3.00 per item. Express airmail £4.00 per item. All items subject to availability. All prices subject to change without notice. E&OE. Please note: Mail Order companies may take up to 28 days to deliver goods from receipt of order.Please allow for cheque clearance

Got a problem? Get it solved! With

ADAM WARING

SPEC TEC



He's a very busy man, so hurry, hurry, hurry with those questions please...

It's difficult to talk right now. Run into a little cash flow problem with 'Boss Man' Mahoney. Got mixed up in the card school. Should have quit while I was ahead, but you know how it is, I was on a winning streak. I still don't understand how he got four aces – I had two of them myself. Then again, you don't argue with Bath's 'Mr Big'.

Shhh! Someone's coming. I wonder who it could be... "Ahh! Mr Crusher (gulp), and just how is your esteemed employer? I was just on my way to see him (gasp)..."



GIVE HIM A POKE

I have one major problem. You see, it's another POKE problem sorta thing. I'm rather new to the hippest mag ever (only been reading it since the March issue), and since I found out I couldn't do anything with the POKEs on your tapes, I've been dead worried. So could you (pretty, pretty please with bells on) tell me what to do to get *POKErama* going?

Jonathan Gilmurray
Ely, Cambridgeshire

I like a guy who knows how to grovel. The Pokerama program doesn't do anything by itself, but allows you to cheat on games you may already own.



If a particular game is troubling you, and it appears in the Pokerama menu, then you can cheat at the game by using the following procedure:

1. Load the Pokemania program.
2. Choose the game you wish to POKE from the menu using the cursor keys. Press RETURN to select it.
3. Put the game tape in the cassette deck. Press play, and the game will automatically be cheated.
4. Play the game, complete it, and chuck it into the back of the cupboard, never to be seen again.

OLD HAT

You have before you a very dim granny who enjoys playing some types of computer games, but who is not very good at any of them. I am pleased to make your acquaintance, as I am hopeful that you can point me in the right direction.

My problem is that I would like to be able to save games, so that I don't have to trudge through the same levels each time I play, but don't know how I can accomplish this when no provision has been made by the originators.

It must be possible to POKE something in somehow, but I am too dim to figure it out. I have managed to sneak into one or two programs (your idea of typing MERGE "" doesn't often work; you either get a rude message, or just the first few lines of program), but even when I'm in I don't know what to do, and anyway, can't seem to RUN the program from the copied listing – very confusing.

I have got over 400 games!!! But to date, I've never completed one. How the inventors expect you to get through 99+ levels when they haven't given you a save option I do not know – 8 is about my most, then I'm too cross-eyed to do any more.

Pat Rave
Petersfield, Hants

Always only to pleased to help a dame in distress. Your best bet, I reckon, is Romantic Robot's Multiface. This is a plug-in device that sits in the back of your computer. Press the red button on top of the unit, and it freezes whatever the computer happens to be doing at the time in its tracks.

Once frozen, you can do all sorts of things. Go through the computer's memory, looking for code to POKE (though that's a bit technical), save the screen to tape, or save the entire memory.

Here's is the clever bit. If you freeze the computer's memory when you've just completed a level of a particularly tough game, you can then save it to tape. Then, when you subsequently re-load, it'll be at the exact point you got to when you saved the game.

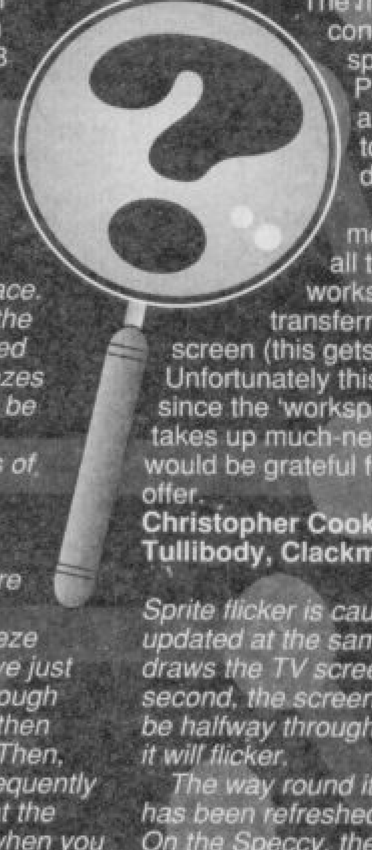
Do this each time you reach a new section of a game, and you'll get through it in no time. One down, 399 to go!

I'm not sure which model Speccy you have, but Romantic Robot have produced a Multiface for all different types. Contact ***Romantic Robot, 54 Deanscroft Avenue, London NW9 8EN. Tel 081 200 8870.***

One word of warning (though I'm sure that such an upright citizen as yourself would never stoop to breaking the law) – you must not use the Multiface to make copies of games you do not own. Use it to cheat your way through a game. Fine. Piracy, well, it just might be you who has Spec Tec on your tail. (And I'm very relentless – I don't quit 'til I finish a job, especially on the rates ELSPA pay.)

FLICKER OF LIFE

I have been programming in machine code for a number of years now, but have not yet written a game of any description.



The main problem I have concerns the movement of sprites (sprite update). Please could you give me any details of techniques to prevent flickering (when deleting old sprites).

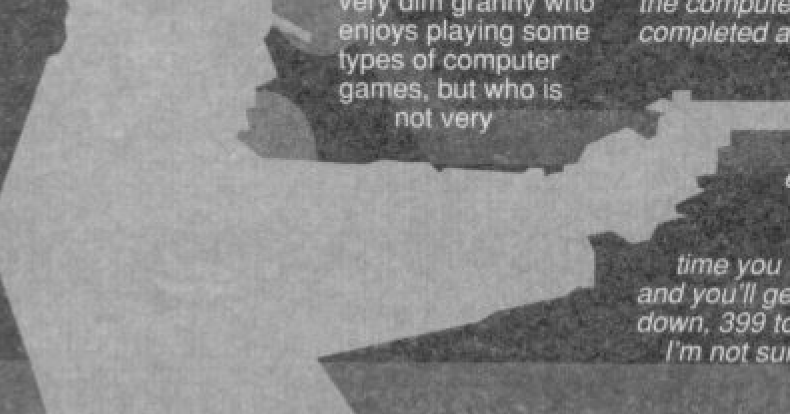
I have tried various methods, such as printing all the new sprites onto a workspace and then transferring the whole lot onto the screen (this gets rid of flicker and shear). Unfortunately this method is very slow since the 'workspace to screen' transfer takes up much-needed processor time. I would be grateful for any advice you could offer.

Christopher Cook
Tullibody, Clackmannanshire

Sprite flicker is caused by a sprite being updated at the same time that the Speccy draws the TV screen. Every fiftieth of a second, the screen is redrawn. Should you be halfway through drawing your sprite then it will flicker.

The way round it is to wait until the screen has been refreshed and drawn your sprites. On the Speccy, the screen is refreshed whenever an interrupt occurs. All you have to do is wait for an interrupt before you start to draw your sprite.

The Z80 HALT command does just this. Just make sure the interrupts are enabled, or your Speccy will be waiting forever! Your



program may look something like this:

```
LOOP      HALT
;Wait for interrupt
CALL      ERASE
;Erase old sprite
CALL      SPRITE
;Draw new sprite
...Rest of code...
JP    LOOP
```

This is fine for fairly simple programs, where you only have a few sprites to worry about, but when you have a lot on screen at once, chances are the computer will take longer than one screen cycle to draw them all. (Remember – you only have one fiftieth of a second to do everything!) In this instance, the best technique is indeed to draw up the screen in a hidden work area, and then quickly print it all at once. It is slow, but gives a much smoother appearance, and no flicker!

GRAPHICALLY SPEAKING

I am just writing to ask why the Spectrum graphics are not as good as the Amstrad or C64 graphics. And why has the Spectrum console not come out?

Carl Tewson
London

Watch your tongue, kid. Who says that the Speccy graphics aren't as good?

Oh, all right. The Speccy's graphics are crap. The reason is that the computer devotes less memory to the screen display than other computers do. Its high resolution display is stored in monochrome, with the colours overlaid on top in character-sized chunks on an 'attribute' grid. This means that all 64 pixels in each character-sized square can only be made from two colours.

However, the small amount of memory used for the screen means that Speccy games usually run much faster than on the other computers. Sure, our rubber-keyed chum has a few problems with displaying too many colours well, what with this attribute system and all. But programmers are used to this, and many turn this problem on its head, and make positive use of the 'blocky' colours.

No plans for a Speccy console, I'm afraid, though a few years back a cartridge interface was produced, called the Interface 2. Unfortunately it flopped and few games were ever produced for it.

HEX THERAPY?

Please help! I'm a new owner of a Speccy +2 and am quite new to computers. I'm having a hex problem. I load up the Hex Loader, and the start address comes up. I start the first line on my hex listing, and the question mark (?) comes up. The numbers are:

48228 3E 63 67 6B 73 63 3E 00 =647

Please print a basic guide to doing this. I'm hexed!

J Clibbens
Devon

The Hex Loader is quite straightforward to use – once you know what you're doing!

When run, the first thing to do is type in the Start Address of the code. This is the first number that appears at the top of the listing – in your example 48228. You won't need to type in any more addresses as the computer calculates them from then onwards.

Next you're asked for a filename. Just type what name you'd like the code to be saved under.

Now it's time to enter the codes. Type in all the two-digit codes that appear between the address and the equals sign (=) together, <u>without</u> spaces. In your case this would be 3E63676B73633E00. It should be 16 characters long.

Now the computer will want the checksum. This is the number after the '=' sign, 647 in your case. This checks that you've entered the

SUPER SAM

REPORTS ON THE MESSENGER

When MGT (now SAM Computers) designed the SAM, they had Spectrum compatability very much in mind. Though the Coupé is much more advanced than the Speccy, it has an emulation mode that mimics the Speccy's set-up. The Spectrum ROM, supplied on tape or disk with the Coupé, means that you should be able to run everything you can run on the Spectrum on the SAM.

That's the theory, anyway. Unfortunately it doesn't quite work out that way in practice. The big problem seems to be actually getting the software into the machine in the first place. Games in particular are a problem. Their protection and fast loaders don't help, and only a fraction of games can be sucessfully loaded in this way.

SAM Computers hope The Messenger will overcome all these problems. It allows the Speccy and SAM to communicate, transferring information between the two machines. It's capable of interrupting the Spectrum at any time, and doing various tricks with the machine's memory. Its best trick is to extract the entire contents of memory and upload it into the SAM. So a game running on the Speccy can be 'grabbed' and saved onto disk and subsequently loaded from the SAM's built-in drive.

The Messenger package is a combination of hardware and software, and looks like this...

➾ The main Messenger interface. This plugs into the Spectrum's expansion port, and lead connects to the SAM's Midi Out socket. A button on the back of the interface 'freezes' the Speccy's operations, where it awaits commands from the SAM.

➾ An interface plugs into the back of the SAM. This small, uncased unit fits into the Coupé's expansion port. This is can be used to get into the games once they have been transferred and are up and running on the SAM.

➾ A disk contains the Messenger software. It 'takes over' the running of the Spectrum, and allows data to be transferred to and fro between the computers.

To use the Messenger you'll need a SAM Coupé, a Speccy and a telly. (Two TVs are better, as you don't need to constantly swop the ariel leads over.) Plug the Messenger in, boot up the software, and you're ready to go!

The Spectrum can be 'possessed' at any time – just tap the button – but it's probably more useful to have a game in the memory to transfer. Options are available to send and receive screens, and save and load them too. You can also perform all these operations with complete programs, in which case the transfer of information is performed on the whole of the Spectrum's memory. Other options are to run the program, and transfer the Spectrum ROM to ensure total compatibility.

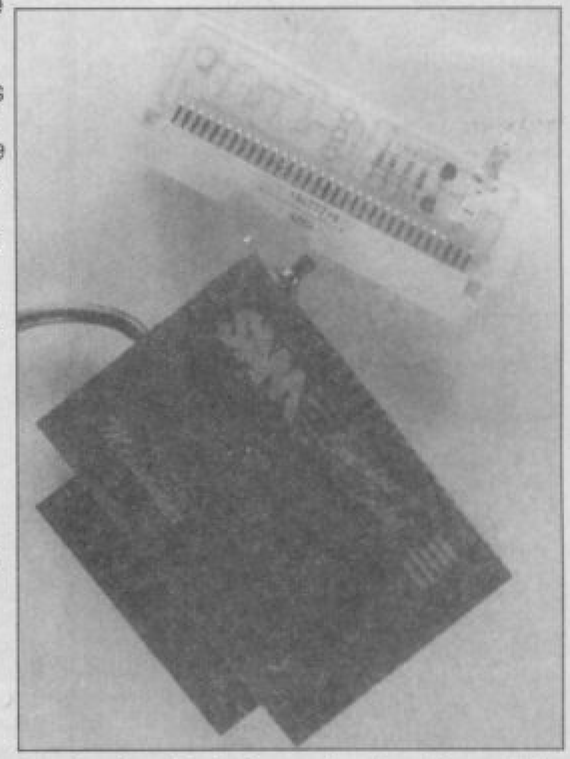
Transferring a game from the Speccy takes about half a minute. Once stored safely on disk, you won'tneed the Speccy or Messenger to load it again. However, the second interface that fits into the back of the SAM can be used to freeze the game at any time. This means you can use re-save the game subsequenty – useful for when you eventually make it past the end-of-level guardian for the first time!

The device has an extraordinarily high sucess rate. SAM Computers do not guarantee that it will work with every program, but say they have yet to find a program that fails to transfer. It does only work with 48K programs, though – it's unable to work with the Spectrum Plus' paged memory. Virtually all programs work on the standard 48K anyway.

The Messenger is essential for any SAM owners who still have their Spectrums and a large selection of software they haven't been able to transfer. In addition, it provides a handy 'cheating' utility, which can be used long after the games have all been transferred.

The Messenger makes the SAM Coupé the natural upgrade for the Speccy owner wanting to move on. They'll still be able to use all their old Spectrum software – with the benefit of high-speed disk loading. In addition, games can modified to make use of some of the additional colours available, you can even add your own POKEs for infinite lives and so on.

The Messenger costs £39.99 and is available from **Samco, Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea SA7 9EH. Tel 0792 700300.**



Small and perfectly formed, and pretty useful too when plugged into the proper computer.



line correctly.
Keep on going 'til you've reached the end of the listing. Then type the keyword STOP. (This is obtained by holding symbol shifted and pressing 'a'.)
Your file will now be saved onto tape. Hurrah!

NO MERGER

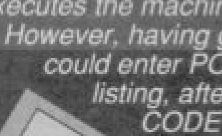
Having just read and reread your page (page 40) in the June copy of *YS*, I have decided I need lessons in falling off bar stools. I refer to to your "Don't Run Boy" bit. I typed in MERGE "" – not LOAD as you said. Unfortunately on running the program, it ran, stopped and broke into BASIC – just as you said it would. But after only a minute or so it listed only the first free lines. Can you please explain in full what I am doing wrong?

Boy, does it hurt, all this falling off bar stools.

D Wood
Warley, West Midlands

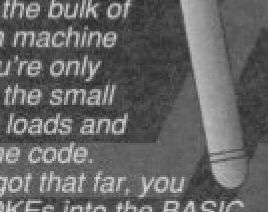


You're not doing a thing wrong, and are successfully breaking into the BASIC program. Unfortunately, most commercial games only consist of a few lines of BASIC, with the bulk of the program being in machine code. That's why you're only getting a few lines – the small BASIC program that loads and executes the machine code.
However, having got that far, you could enter POKEs into the BASIC listing, after the LOAD "filename" CODE bit and before the RANDOMIZE USR bit... but then again you'd need to find a suitable POKE to put there...



YOU KNOW WHERE TO fiND ME

Okay, I'm in a bit of a fix. I need to earn some quick bucks, so keep those letters flooding in. (I get paid by the case, you see.) Any problem, no matter how big or small, I'll do my best to sort out. Send your problems – and tips – to **Adam Waring, Spec Tec, 30 Monmouth Street, Bath BA1 2BW.** (And be quick about it. These concrete shoes are beginning to get uncomfortable...)



HOW TO HACK

PLEASE NOTE This series of articles is intended to help you obtain maximum enjoyment from your computer. It is not here to help you unlawfully copy software. Remember it's a criminal offence to copy or attempt to copy software without written permission from the publisher! (So don't do it!)

Oh dear. All good things come to an end, and performing major surgery on your Speccy game collection is no exception. JON NORTH switches off the power...

This issue marks the end of the series, because I've more or less covered everything that I wanted to. There are just a few things left to clear up though, so I've done a little question-and-answer thing. Oh, and there are some pointers for the Search loader and Alkatrazz in there too.

A FEW QUESTIONS

Is your * key stuck?

Stephen Gregory of Derbyshire wants to know what the * means in front of *Load and *List. These two are not Basic commands, but listings I gave in issue 56. You'll need them both to hack just about anything. *Load loads a Basic program and stops it autorunning, and *List lists the program as it would be run (because it's possible to disguise Basic so that it LISTs differently to how it RUNs).

Where's the game?

Loads of you have written asking the simple question, how do you load a game and disassembler at the same time? For old games, which start at 32768, you can load the game code to its normal address and load Devpac in low memory (about 25000ish). Remember that Devpac will execute wherever you load it to – because it relocates itself!

On larger games, which use all the memory, load the game then load Devpac in either low memory (about 25000ish) or high memory (about 60000ish). That way, you'll be more likely to overwrite graphic and map data rather than the all-important game code. The ideal set-up should be Devpac for hacking protection systems, and a Multiface and Genie, or SoftRom and SoftCrack to hack games – for hacking games you only need a very limited disassembler, but the advanced features of Devpac make it ideal for protection.

One last point for anyone hacking the new Speedlocks (5 upwards). Check the CALL address in the routine which loads the first short turboload block. That address is later overwritten with a very simple game decrypter, which you'll need to crack before you can hack the game (it usually resides around FE5Cish). And don't forget to check if the game is moved when loaded – you won't be able to backtrack if you don't move it to where it should be.

How do you find time POKEs?

There are two ways of hacking infy time. Firstly, backtrack from the Game Over message and simply remove all JPs and CALLs to it, and that will make the counter loop back to its highest value when it reaches zero. Alternatively, slap on your Multiface button and check the value of I (a special register used for Interrupt Mode 2). Go to the page number that I dictates (eg. if I is 9C, then check 9C00) and check the contents. Whatever is at that address, go to where it points by typing it twice (eg. if (9C00) is 9D, check 9D9D). It will probably be a JP to another routine. Check this other routine and play around with it (maybe take a CALL out of it or something). Somewhere in that routine is the code to decrease the timer, because interrupts work in real time (50 every second) so it's ideal.

Notes on Alkatrazz

Basically, Alkatrazz is dead easy as long as you can handle R-reg decrypters. The only thing it is notorious for is its length – an average Alkatrazz game has about 150-200 decrypters. The basic has about 10 or 20 standard decrypters with nothing to worry about. The turboloader to load the first short turbo block overloads itself and changes while it's doing it, so watch out for that. Three NOPs toward the end are changed into a JP to the main decryption, so they'll need patching at some stage. The main decrypters have different endings and, like recent Speedlocks, use their own last byte as the first byte for decryption. They end in JP NZ, JR NZ, RET NZ and a few other variations, so make sure if you move them that you know what they're doing and where they're going. The main turboloader is easy to crack. There is a LDIR towards the end of it which blanks itself out once the game has loaded – simply replace it with your infy lives POKEs and follow them with a RET to start the game.

Notes on the Search loader

First of all, that big headerless block is treated as a series of shorter blocks without leader tones (like Powerload and Softlock), but you need to hack each one so you'll have to keep going back to the start of the block each time. Don't worry though – there are only three or four you need to keep control over before you can access the game.

The game decrypters work by filling all the unused memory with garbage, then adding the whole memory together (including the encrypted game) to get a value in A – this value is used to decrypt. The easiest way of overcoming it is to write a simple FOR-NEXT loop in Basic to move the code to be decrypted somewhere, and patch in every possible value of A. Check the code after it's been decrypted and see if it makes sense (if it's another CALL to the decrypter you've used the correct value of A). The main game decrypter works in a similar way but returns a value from the addition routine in HL (so it's anything from 0-65535, not 0-255).

The easiest way of getting the value of HL is with a Multiface and stopwatch. Load the game and time how long it takes to start, then reload and press your Multiface button just before – with a bit of luck you'll break in while it's in the middle of that decrypter and be able to just look at HL to find its value. Your hack can load the game, stop the garbage routine (so you've got somewhere to put your hack) and patch in the correct values for those checksums (ie instead of letting it add all the memory to get a value for A or HL, just do LD A,nn or LD HL,nnnn in your hack followed by a CALL to the decrypter).

Is that it then?

Yep, 'fraid so. That's it. If another juicy protection system comes out, I might do a one-off special. We'll see. If you've got any hacking probs, you can still drop me a line. The name's Jon North and the address, as ever, is How 2 Hack, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW. See you in the scrolly.



■ +3, mint condition with extras. **Tel Ian on 0944 880162.**
■ Sam Coupé computer in immaculate condition. Only £90. **Tel Dean on 0656 653594.**
■ Sega Master System and light phaser, both boxed, 13 games including *RC Grand Prix, Shinobi, Thunderblade, Afterburner* and *Monopoly*. Worth over £450, sell for £180 (open to offers). **Call Richard on 025126 3933.**
■ Spectrum 48K plus add-ons, software, mags + books. **Phone Dean on 0438 367929.**
■ Spectrum +2A. VGC. Also two joysticks, over 20 computer mags, many programming books, over 150 great games and much, much more – only £350 ono. **Ring G McNeedy on 0604 765074.**
■ Sam Coupé with disk drive. New, boxed with discs, Samtape 4 etc, £150. Also Star LC-10 printer, new, boxed £125. Star LC-200 colour printer, new, boxed, £180. Black ash new computer desk £30. All genuine. Need car so all must go. **Tel B King on Essex 359490.**
■ Spectrum 128K for sale, with all leads, Kempston interface, joystick and games (including *Iron Man* and *TNT*) still boxed. Only £70. **Call Paul on 0442 41505.**
■ Romantic Robot Multiprint Interface with through port - only £25! VIDI-ZX Digitiser and software for £20! **Ring Chris on 0597810243.**
■ Spectrum +3 with tape recorder, Multiface 3, two decent joysticks, £450 worth of games, light gun, light pen and about 30 magazines for £370. **Phone Matthew on 0380 850386 (after 6pm).**
■ Spectrum +2 (grey) for sale. Also games, mags, light pen. Marriage forces £130 ono. 4" printer + paper £20, full size printer £60, interface cable for printer £5, over 60 games £40. **Call Drew on 0592771189.**
■ Spectrum 128 +3 in excellent condition with over £250 worth of games including *Sim City, Robocop 2* and *Chase HQ*. Games on tape and disk, all this and two joysticks for £150. **Telephone Gareth on 0279 816959.**
■ Spectrum 48K with tape recorder, joystick, interface and some games – £90 ono.**Tel Daniel on Petersfield 62033.**
■ Spectrum 128 +2, joystick, magazines and loads of software (GAC, arcade, strategy etc) and two manuals. All for £90!! **Phone Jason on 0900 63159.**
■ Spectrum 128 with tape deck, joystick, Kempston interface, manuals and leads. Also – over 60 games (*Sim City* etc), a few mags and playable demos and POKEs on top of that. Only £100. **Ring Beth on 081 874 4214.**
■ Kobrahsoft SPE tape-to-disk utility for sale. Brand new. Only £10. **Call Andy on 0274 599007.**
■ Spectrum 48K with over £120 worth of software and Kempston joystick, printer and manuals. Need quick sale. £90 ono. **Ring Ben on 0594 562236**
■ Spectrum +2 (128K) with joystick, manuals and well over 200 games plus an Azimuth head alignment kit to lead all the games – £125 ono. **Tel Simon on 0772 36823.**
■ Spectrum +2, joystick, games (*Bubble Bobble* etc) and mags. All this for £125. **Phone A Warr on 0905 355632.**
■ Spectrum +2 plus disk drive, interface, Multiface 128, joystick, mouse and a few 128K games (*Robocop 2, Carrier Command* etc). How much? A measly £90. **Call Mike (Tues – Thurs 4-9pm) on Worcs 778794.**
■ Spectrum +2 in good condition with all leads, over 180 games (all originals), mags and the Tipshop Tiptionary. All this for only £100. **Phone 0604 810004 and ask for Daniel.**
■ Spectrum +2 with joystick and assorted games. Excellent condition – £90. **Ring Scott on 06515 333.**
■ Spectrum 128K +2A, 10 months old with two joysticks, light gun, over £270 worth of recent games (all boxed with instrctions) and mags. **Ring Chris on 0926 881233.**
■ Spectrum 48K with full size DK Troniks keyboard with leads, manual, joystick, interface and games including *Elite, Leaderboard* and original games pack. Original keyboard in full working order included. £70 ono. **Phone Robert on 0302 743925.**
■ Speccy 48 in stonechip keyboard, Perpick, with sound amplifier, load/save switch, reset key, power LED – small footprint with ten tapes. **Call Alan on 03985 438.**
■ Spectrum +2 (128K) with joystick and *Turtles* game – £80. **Telephone Chris on 0530 242989.**
■ Sam Coupé for sale – one disk drive, 1990 Rom, Voicebox, *Defenders Of The Earth*, Technical Marking. Also Speccy for sale with full-sized keyboard, multiface, wafadrive, AMX mouse, light pen, two Competition Pro joysticks, hundreds of games, tape recorder, ALL issues of *Your Sinclair* (mostly binded). Will sell the lot for only £300. **Ring 0942 817451 after 6pm and ask for Mark.**
■ Spectrum 48K for sale. Including joystick, 32K Ram Pack, interfaces, over £30 of books and magazines and over 100 games (worth over £200). **Call Mr Russell on 0843 292465.**



■ Over 250 games, over 50 demos, originally worth over £500. Includes the following titles: *NZ Story, Hard Drivin', The Double* and hundreds of others. Only serious offers – over £150. Will only sell as a set. **Phone Ian on 0224 696924 after 6pm.**
■ Spectrum adventure and arcade adventure games for sale. **Ring Simon on 0272 835781.**
■ For sale – 100's of games, old and new. Prices range from £2 to £7 inclusive of post and package. **For more details call Jonathan on 081 556 3768.**
■ I will swop *Rainbow Islands, Hero Turtles, Strider 2* and *Batman* for any *Garfield* games. 48K, originals only, one for one. **Telephone Neil on 0250 3585.**
■ Will swop *Shadow Warriors, Thunder Blade, Cobra, Mutants, Green Beret, Short Circuit, Great Escape* and *Yie Ar Kung Fu*, (all originals on 3" disk) for *Rainbow Islands* and *WEC Le Mans*. Must be originals and on disk. **Phone Chris on 0625 820925.**
■ Swop my *Ghostbusters 2* or *Gazza's Super Soccer* or *Pro BMX Simulator* for your *Target Renegade, Football Manager World Cup Edition* or *Return Of The Jedi*. One for one. **Telephone 0283 40192 after 5pm and ask for Joseph.**
■ Will swop *Thunderbirds* (original), *Captain Fizz* (original) and *Wacky Darts* (original) for *Gazza I* or *II*. Originals only please. Go on, it's a great offer! **Call Iain on 0625 878673.**
■ For sale – loads of great games, including *Sim City, Chase HQ, Castle Master, MP's Flying Circus*, and over 25 others. Worth over £220, but going for only £70! A bargain! **Phone Trefor on 0325 31428.**
■ Spectrum games for sale – including *Chase HQ, Batman The Movie, Robocop II, Turtles* and many more. From £1 – £5. All in excellent condition. **Telephone Matthew on 0622 35499.**
■ *Turrican* and *Myth* for sale. Will except £6 for the pair or will separate. Both in good condition. **Ring Jonathan on 0484 684998.**
■ I will swop *Typhoon, Double Dragon II, Combat School* and *Knightmare* for *Chase HQ II, Golden Axe, 1943* and *Silkworm* or *Rainbow Islands*. **Call 0706 67353 after 5pm and ask for Matthew.**
■ Many games for sale, including *SCI, Last Ninja II, Turtles, Rolling Thunder, Lord Of The Rings* (inc book), *Way Of The Tiger*. All originals, though some are missing instruction booklet. Prices range from 50p to £6.50. **Phone Alastair on 0803 526168**
■ I will swop my *Crackdown, Dynasty Wars, Midnight Resistance, Impossamole, Rick Dangerous 1* and *Pipemania* for your *Golden Axe*. **Ring Plymouth 364189 after 4.30 Monday to Friday and any time at the weekend and ask for Darren.**
■ Will swop my *Chase HQ* for your *Rainbow Islands*. Boxed please. **Call Luke on 0329 282660.**
■ Anybody want two educational games? They are *Wizard Box* (£4) and *Quick Thinking* (£3). Other games maybe for sale. **Phone 0727 874091 in the evenings for list. Ask for Paul.**
■ Loads of secondhand software for sale. **Ring 0788 561372 for complete list.**
■ Lots of games for sale or swop. Some top titles including *Strider, Footballer Of The Year 2* and *WEC Le Mans*. Prices from £1-5 or will swap for games like *Time Machine* and *Kick Off 2*. **Phone Kerry on 0428 713751.**
■ For sale! Over 100 Speccy games (some 128K only) and over 30 magazines. Only £100. **Phone 0953 718350 and ask for Ritchie.**
■ Adventure games for sale. All originals, £1-£2. **Ring Simon on 0272 835781.**
■ For sale! *Chase HQ* and *World Championship Boxing Manager* – £9. Thirty unboxed games – £14. Lucky dip parcels (16 boxed budget games) – £20, several batches available. All games are originals and prices include p+p. **Call 0574 270153.**
■ Speccy games for sale – *ESWAT, Golden Axe* – £6 each. *Turrican, Ghouls And Ghosts, Black Tiger* – £5 each. *Forgotten Worlds, Cobra, Vigilante* – £2 each. *Shinobi* – £3. Or the whole lot for £30. **Phone Dean on Bristol 716616.**
■ I will swop my *Switchblade, Double Dragon 2* or *Forgotten Worlds* for your *Shadow Of The Beast* or *Altered Beast*. Originals only. **Call Chris on 0429 882053 after 5pm.**
■ For sale! £120 worth of top software. Including *F16 Combat Pilot, Robocop 2*, 3 *Dizzys* and *Castle Master*. Will sell the lot for £45, may seperate. All originals. **Phone Martin on 0274 668948. Free game for the first caller.**
■ For sale! *F16 Combat Pilot* – £8, *Football Manager, World Cup Edition* – £6 and *Chase HQ* – £5. **Phone Ewan on 0360 70012.**



There's no question about it – if you want to make a steal, then this is the place to deal. Just follow your nose...



■ Sega Elite keyboard for my rubber Spectrum. Cash paid or will swop for microdrive (in VGC.).**Tel Chris on 0642 701056.**
■ Spectrum – does anyone have *Battle Of Britain* for sale? **Call H Jones on 0706 30212 after 6pm.**
■ Wanted: Sega 3 Elite or Sega 2001 keyboard. **Phone Phil on 091 4383455.**
■ Wanted – *YS* Issue 29, also any strip poker games (other than *Sam Fox, Animated Strip Poker II*). Also wanted – *Bubble Bobble*. PHEW! **Phone Ian on 0538 722626.**
■ Wanted – Spectrum +28 128K. Will pay up to £50, in Gwynedd area only please.**Tel 0766 810838.**
■ Wanted - Multiface 128. Will give cash or swop for the following games – *BTTF II, Robocop I* and *II, Super Wonderboy, Ghouls And Ghosts, Double Dragon II, Ninja Warriors, Turbo Outrun, Tusker* and many more to choose from. Interested? **Call Arfan on 0282 831428.**
■ Anyone got *Lords Of Chaos, Rebel Star II, Feud* or any *Wizard* games? Will pay cash. **Phone Michael on Birmingham 882 1562.**
■ Will swop *Treasure Island Dizzy* and *Fantasy World Dizzy* for *R-Type*. **Ring Scott on 0272 570411.**
■ Wanted – original *Attic Attack* by Ultimate. Will pay good price. **Telephone Gordon on 0344 411911 (answerphone).**
■ Wanted! TAS Sign and/or TAS Diary for +3. Will swop (new) *Indiana Jones Temple Of Doom/Last Crusade, Tintin On The Moon, Total Eclipse, Barbarian I* and *II* and *Advanced Dungeons And Dragons (Hero Of The Lance)*. **Phone Mick on 0553 762275.**
■ Urgently wanted! *Bards Tale 1* or *2* for Speccy, also wanted *Livingstone I* and *Presume 1* or *2*. Originals only please. Cash paid or will swop for various budget games.

BOOK YOUR FREE AD HERE

It you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon on the back of a postcard to Input/Output, *YS*, 30 Monmouth Street, Bath BA1 2BW. If you are under 18 please ask your parent or guardian to sign the coupon for you, and don't forget to add your phone number. We can't accept any software sales, and this service is only available to private advertisers.

Please enter my advert under the following classification:
Hardware ❑ Software ❑ Wanted ❑ Messages & Events ❑ Fanzines ❑
Name .... Address..
....
.... Postcode......................
Tel No .... Signature of parent/guardian if under 18 ....

MAGAZINE HEALTH WARNING Think before you snip - most people use a photocopy instead **YS 68**

Sorry, but *YS* can accept no responsibility for the ads placed in Input/Output

Phone 0669 50291.

■ Wanted! A machine code book for beginners and a printer to work on Spectrum. Under £20 if possible. **Call Royston 208512 and ask for Paul.**

■ Urgently needed! Map for *Crazy Cars II*. Photocopy will suffice. **Phone Laurie on 0896 56338.**

■ Wanted – *Pipe Mania* and *Badlands, Mini Office II, Chuckie Egg I* or *II* for my *Renegade, Dan Dare, Powerdrift, Robocop, Rainbow Islands*. Also wanted, *Bubble Bobble*. **Ring James on 061 483 8920.**

■ Wanted – Spectrum 128K. Games and other extras not needed but for a resonable price I'll have them with it. Also wanted, MGT Disciple with disk drive. I also want an old ZX printer. All good prices considered. **Call Michael on 0375 378615.**

■ Contacts wanted with demo programming. **+ 3 owners ring Erik on 010 08 6269095**

■ Wanted – handbook (or photocopy) for Centronics GLP printer model 3101. Call **Richard on 0959 33099.**

■ Wanted! *Cliff Hanger*, 48/128K. **Phone Paul on 0980 52430.**

■ Wanted for the +2 – *Rainbow Islands, R-Type, Little Puff*. Will buy or swop for *Chase HQ, Dragon Breed* or *Fantasy World Dizzy*. One for one. **Call Ian on 0245 420921.**

■ Wanted – *Gazza 2, Nightbreed, Navy SEALs, Creatures, Turrican 2* and *Switchblade*. Also a Genius mouse with mat and DCP art studio. Will pay good price or swop for software. **Ring Eddie on 0706 76141.**

■ Wanted urgently – the following games. *Judge Dredd* (Melbourne House version), *Action Force 2, Stargilder 1* (128K cass only). Will swop *Navy SEALs, Total Recall* etc. **Phone Andy on 051 260 7398 for details.**

■ Wanted – Gameboy. Must be in good condition. **Telephone 0933 77853 after 4pm and ask for James.**

■ Wanted – *Sceptre Of Baghdad*. I'll pay up to £2 for it. **Phone Duncan on 0254 888252 after 6pm.**

■ Wanted – SAM Coupé. Will give a Spectrum 48K, light pen, Prism VTX 5000, £100 worth of full price games, all *YS* games, lots of mags and books. **Call Rodney after 5pm on Newton-Le-Willows 225789.**

■ Microdrive cartridges wanted. **Phone Paul on 0785 815938 and name the price.**

■ War/strategy games wanted – *Ancient Battles, Austerlitz 1805, Archon Collection, Crete 1941, Battle Of The Bulge* and *North And South*. Will swop for *Sim City, Lords Of Chaos, Laser Squad, War In Middle Earth, Heroes Of The Lance, Monopoly* or any other games I've got. **Ring Paul on 0665 604215.**

■ Wanted *PacMania* on cassette. **Phone Antony on 0268 754157.**

■ Wanted – *TMHT*, Spectrum 48K original only (and instructions). Will swop for *Batman* and throw in *Death Chase* and *Fighter Pilot*. Phone Jamie on 0604 832576 from 8am to 8pm on weekends.

■ I want machine code books on Z80 Assembler language. Especially anything to do with moving sprites etc. Will pay full price of book or swop for games. **Tel 0340 20620 and ask for Leslie.**

■ Wanted! *Viz, Adidas Football, Ironman Racer, Gazza 2, TMHT* and any wrestling games. Willing to swop *Shadow Warriors, SCI Chase HQ 2, R-Type, Batman The Movie*. Will swop one for one. Preferably around the Barry area. **Phone Karl on Barry 737031.**

Editor Andy Ide **Joint Art Editors** Sal Meddings & Andy Ounsted **Games Editor** James Leach **Staff Writer** Linda Barker **Contributors** Marcus Berkmann, Jonathan Davies, Mike Gerrard, Kevin Hibbert, Jon North, Rich Pelley, John Pillar, Adam Waring **Advertising Manager** Simon Moss **Deputy Advertising Manager** Philip Davenport **Publisher** Jane Richardson **Publishing Assistant** Michele Harris **Circulation Director** Sue Hartley **Group Publisher** Greg Ingham **Managing Director** Chris Anderson **Production Manager** Ian Seager **Production Coordinator** Melissa Parkinson **Production Technicians** Simon Windsor, Chris Stocker, Jerome Clough **Subscriptions** Computer Posting, 120/126 Lavender Avenue, Mitcham, Surrey CR4 3HP **Mail Order** The Old Barn, Somerton, Somerset (tel 0458 74011) **Printers** Riverside Press, Gillingham, Kent **Distributors** MMC (tel 0483 211222). *Your Sinclair* is published by Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW (tel 0225 442244).



■ Belated birthday wishes to Theo Devil plus big hellos to Doug, Animal, Hugh, Steve W, Sgt Pepper, Sqounk, Italien Talent, Maurisio, Solar Flare, Omesh, Maurice, Hacker Chris, Craig, Mark, Zvika, Tali and anyone else who knows me. **Danny B.**

■ Oi! If the goofy weasel is reading this then phone **Dunk, Eddy and the Budgeman** (yes the one with the big ears) on Derby 676287.

■ Happy birthday, Hils! And where's the lonely hearts? Lots of love **Valerie.**

■ Hi to Chris, Neil and Tim from **The Balloon Man.**



■ *Spectrum +* out every month and costs you just £1 (inc p&p). Contains over 50 games reviews, POKEs, tips, hacks galore, jokes, compos, latest on other machines, plus much more. Two free gifts every issue. **Contact Chris on (0272) 832764.**

■ *Zoom!* A new tape fanzine! It contains reviews, tips, charts and much more! Sample issue available now! **Phone (0698) 832416 after 6pm and ask for Roy.**

■ *Level 42* fanzine – issue three, read the past and present events of this popular band. Price £1.30. **Phone Terry on (0489) 575319.**

■ *Spektrum!* The world's greatest fanzine is here. Issue 1 out soon price £1.50 on tape. Also with an order placed before 23rd June you're entitled to new release Ocean games for £6 to £7, and compilations at £12. Fanzine has over ten reviews and cheats, and second hand games are cheap. **Call Gerwyn on (0558) 823247.**

BACK ISSUES

£2.40 each or...

Special Offer SAVE £4.40!

6 issues for only £10

(Prices include covertape, postage & packaging)













50 FEB ONo YS50
A Nightmare On Robinson St & *Kat Trap* on the FREE tape!

51 MARCH ONo YS51
Falcon Patrol 2, A Harvesting Moon FREE on the tape.

52 APRIL ONo YS52
FREE *Dizzy* & *Lords Of Chaos* demo! *Rainbow Islands* & *Fighter Bomber* Megagamed.

53 MAY ONo YS53
Samurai and a *Scramble Spirits* demo on the tape. *Castle Master* Megagamed.

54 JUNE ONo YS54
Ballbreaker 2 and a *Pipe Mania* demo for FREE! *Pipe Mania, Bloodwych* & *Lords Of Chaos* Megagamed.

55 JULY ONo YS55
FREE *Fernandez Must Die* and *YS Capers* games!

56 AUG ONo YS56
Rebelstar 2 and a *Back To The Future 2* demo on the tape. Plus *The YS Guide To Shoot-'Em-Ups* and *Deliverance, Sim City, Midnight Resistance* and *Turrican* Megagamed.

57 SEPT ONo YS57
FREE tape with *Chaos* and *Zythum*!

58 OCT ONo YS58
Our first 4-Pack with *Rebel, Feud, Tau Ceti* and a demo of *Ironman*! Plus *Monty Python* & *Time Machine* Megagamed.

59 NOV ONo YS59
In the 4-Pack – *Piggy Tales, Pool, Rugby* and *Empire*! Plus *Rick 2* Megagamed.

60 DEC ONo YS60
Sweevo's World, Krakout, Shockway Rider, plus a demo of *Shadow Of The Beast*, and *Robocop 2* Megagamed!

61 JAN ONo YS61
Quazatro, Chubby Gristle & *Hydrofool* plus 2 demos (*Gazza 2, Red October*) on the tape!! Plus *Turtles* Megagamed.

62 FEB ONo YS62
Marsport/Wizard's Lair/Moonlight Madness on the tape. PLUS! *Pang* and *F-16 Combat Pilot* Megagamed.

63 MAR ONo YS63
3 games (*Biggles, Earth Shaker, Dun Darach*) and 2 demos (*BTTF3* & *Switchblade*).

64 APRIL ONo YS64
An *Atomic Robokid* demo, and *Spindizzy, HKM, Mach 3, Bumpy* and *Destrux* on't tape.

65 MAY ONo YS65
How To Be A Complete Ahem, Tir Na Nog, Ethnipod, 10th Frame, Ninja Hamster and *Armalyte* on the tape. Plus *Helter Skelter, Lone Wolf* and *SWIV* Megagamed.

66 JUNE ONo YS66
On the tape – *Rampage, Ice Temple, Syntax, Dominion, Mystical* and much, much more! PLUS! How To Write A Fanzine!

67 JULY ONo YS67
Get down on the covertape to *Brainsport, Ad Astra, Hijack, Double Agent* and much, much more! Plus! *Toki* & *Alien Storm* Megapreviews!

Please use the form opposite to order the special offer or any of the back issues.
We still have limited supplies of issues 2–49.

Subscribe and choose one of these great gifts



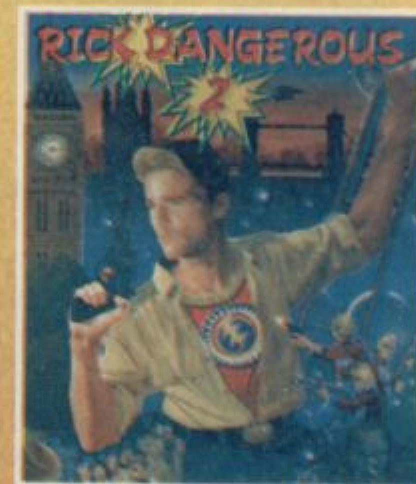
OCP ART STUDIO
A comprehensive, user friendly art and design package. Special version, sells for an amazing £14.99. Cassette only.



PREDATOR 2
Just when you thought it was all over! The Predator returns in this fast and addictive arcade game. It will scare your pants off!



NORTH AND SOUTH
It's all-out American Civil War in Infograme's jolly wacky strategy arcade game! (It's another one of those 'muddy field' jobbies – and it's an absolute corker!)



RICK DANGEROUS
He's rough, tough and ready for action in this absolutely stonking platform game. You wont be able to keep your hands off it!

Get all this...

- 12 issues delivered at no extra charge
- a free cover mounted cassette every month
- one of these four ace gifts

for just £23.40

Complete the coupon and return it, together with your cheque if applicable, to the address below.

YOUR NO-RISK GUARANTEE You can cancel your subscription at any time and we will refund you for all unmailed issues

---

YES! Please enter/renew my subscription to *YOUR SINCLAIR* at the all-inclusive price of... *(tick your choice as appropriate)*

❑ UK **£23.40** ❑ EUROPE & EIRE **£37.80** ❑ REST OF WORLD **£51.35**

To ensure your magazine and cassette arrive quickly and undamaged all overseas subscriptions are sent Air Mail.

My choice of FREE game is (cassette only): ❑ NORTH AND SOUTH ❑ PREDATOR 2 ❑ RICK DANGEROUS ❑ OCP ART STUDIO

Please send me the following back issues: *(see opposite page for issues still available)* ____________

Name ____________

Address ____________

Post Code ____________ Telephone: ____________

Method of payment *(tick your choice)* **Total cost** ____________

❑ VISA/ACCESS Card No ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expiry date ☐☐☐☐

❑ CHEQUE Please make cheques payable to Future Publishing Ltd and enclose in an envelope with this coupon and send to: **YOUR SINCLAIR, FREEPOST, Somerton, Somerset TA11 7BR**

PLEASE NOTE: THIS OFFER ENDS ON 31ST AUGUST 1991

YS ADVENTURES

by MIKE GERRARD





Illustration by Anthony Colbert

What's this? The world famous *Your Sinclair* Adventure section cut down in size from four pages to only two? Sacrilege! I've half a mind to ring up my local MP (or write a letter to *The Times* if he's not in)!

But seriously, folks, it's been a long (ish) time coming. Andy and I have had a little chat and agreed that, unfortunately, the adventure scene, although it's still pretty big, isn't quite big enough to warrant the usual number of pages. Bringing it down to two puts it onto a more even keel with all the other specialist sections in the mag, like Program Pitstop and Spec Tec. Ho blimming hum, eh? Mind you, it's not as though we've completely disappeared – so let's not shed a tear just yet!

First up with the empty porridge bowl is **Norman Haigh**, who humbly asks if anyone's got a copy of *The Gacpac* and the user overlays for *The Quill*. Blimey, there's no accounting for taste. He says he's contacted the respective authors of these programs but they weren't able to help. If you can, write to Norm at 103 Longfield Avenue, Golcar, nr Huddersfield, West Yorkshire HD7 4AZ.

And here's a similar problem from **Andrew Lyon** of 30 Lincoln Road, Stevenage, Herts SG1 4PJ. Andrew's been trying without success to get a copy of *Doomdark's Revenge*, which is no longer available. If anyone wants to sell or swop the game, contact him toot-sweet.

Chris Green writes from Corby to say he's just got hooked on adventures after coming across an old game called *Heroes Of Karn*. He's discovered that it's "absolutely brill" and now wants to buy more, especially through the wonders of Coupon Corner. "But can old coupons be used?" he asks. They sure can, Chris, unless it says otherwise on the coupon itself. There are a few exceptions, like Global Games and 8th Day Software who've since gone out of business, but companies like Tartan, Zenobi, Compass, Gilsoft and FSF Adventures are still going strong and will honour old coupons. With other names, you might be advised to write and ask first before bunging your money in the post.

Now it's time for *YS* to go international, all the way to Poland, where I had a very nice holiday last year and couldn't help but notice all the Speccy tapes in the shops. I'd like to thank **Wojciech Heczko** of Lessla 2/70, 24-100 Pulawy, Poland, for sending

CRACK CITY

The queries are pouring in for this one, so here's some help on Garry Cappuccini's brilliant game. This gives the necessary actions for completing it, without giving the exact timing needed. Who wants a complete solution anyway?

Apartment Get ashtray, dust it to get phone number of a Mafia contact then PUT IT UNDER LEG after you MOVE TABLE. STAND ON TABLE, REMOVE MESH, LOOK IN VENT to get gun. Examine wardrobe and wear the clothes. E[illegible] to get the jacket and th[illegible]at too. When Dwight is [illegible] him to follow you.
[illegible]on DIAL the number from the ashtray to arrange a meeting.
Storage Room CUT WALL, MOVE FIREPLACE to find a shaft, and when in the shaft pull the rope to reach the...
Office OPEN CABINET, EXAMINE FILE to get a name you'll need later (see *Dwight*). TAKE PICTURE with camera at the time of the meeting to get a film with evidence on it (which can be developed by giving it to the technician).
Wasteland RAMSAVE before you try to shoot the dark figure, then examine the body to get the pyramid. Push the body into the canal. Turn the bars to reveal the warehouse entrance.
Lab Talk to the technician then get the wrist dart and wear it. Put the pyramid on the platform, press the green button/red button/green button then take the pyramid again. Inside the pyramid is now the necessary equipment to bug the warehouse. Put the bug under the table in the warehouse and put the receiver in your ear to hear the password (see *Dwight*) at the correct time.
Chief To get the airport pass and finish the game, give the case containing the drugs and the photograph to the chief. To gain access to both the lab and the chief's office, show SIF pass to the guard.
Dwight Goes to the meeting for you. To be successful he must have the name from the office, the password and the figurine. Give him the necessary information and he will return after the meeting with the case.
Nurse The barman gives a clue about her if you ask him. You must say to her "Are you Sharp?" If she answers "Yes", go to the warehouse and look in the crate to find a glass-cutter.
Benson's Buy food here regularly. SIT AT TABLE after you COVER HAND while wearing shirt and wrist dart, but RAMSAVE first.
Blood Room Shoot dart at crossbow to kill madman, examine cabinet to find a panel. Remove it to find a grappling hook. Examine cage to find a wire – it's safe to get the wire provided your hand is covered.
Washington Avenue Throw the hook and climb up to the hall.
Hall Attach cutter to bowl and turn cutter. Then swop pyramid for figurine.

THE LOST DRAGON

Although I couldn't make last year's Adventure Probe Convention, I'm delighted that author Tom Frost has obviously captured the spirit of the day with this excellent littleadventure. Of course it'll be a lot more fun to the people who were actually there, but Tom hasn't just turned out a quick game for the amusement of a few, he's come up with a puzzling and funny adventure that everyone can enjoy.

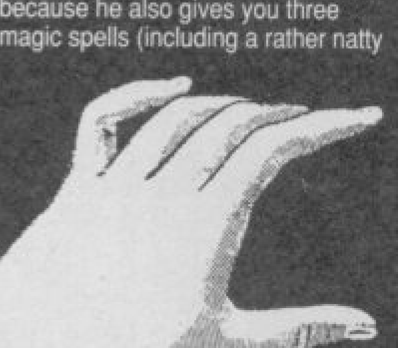
The Lost Dragon takes place on the day of the 1990 Convention, in and around the Strathallan Hotel in Birmingham. The story was inspired by the fact that the hotel lift didn't have a button for the third floor. Tom started wondering what secrets this 'invisible' floor might conceal... secrets you will share as you play the game, provided you can work out how to get there.

As it starts, the dragon of the title is due to be presented at the afternoon awards ceremony, but it's just been nicked by a wizard in the hotel lift. He gives you a sporting chance to recover it in time by visiting his magical world (open Saturdays) on... yes, the third floor. And he's even nicer than that because he also gives you three magic spells (including a rather natty 'lengthening' device) which you have to use one at a time, and a pair of magic pills which allow two people to keep in telepathic contact with each other.



By George, I thought, that's a stroke of luck – it allows Tom Frost to use his infamous split-screen technique yet again! And so it does. On the right-hand side of the screen the events in the Convention Hall take place, while you play the game on the left. The events in the Hall are fixed, so it's best to keep an eye on them to check how much time you've got before the awards begin.

One novel touch is that there are two different ways of playing *The Lost Dragon*. Blimey – it's double vision all around! EXPLORE mode effectively stops the clock, and the events on the right-hand side of the screen are not displayed. This means you can map out the hotel, find various objects, how to use the lift and so on, all completely at your own leisure. It doesn't mean you can just play the adventure and solve it that way of course (you can only use movement and EXAMINE commands, you can't GET anything) but if you type QUIT then you'll be able to start playing normally and, er, take things from there.



And it's all a bit of a laff. Getting to the third floor (where the fun really starts) isn't all that difficult, but there are a few red herrings thrown in to decieve you – in fact, there's one in the hotel kitchen!

On the grumbles side, the game doesn't understand too many inputs, which is a bit off-putting at first. When I was mapping the ground floor, I went into the lift and couldn't get out. Eventually I managed it by going to another floor, pressing the Ground Floor button, and then getting sent back down again.

And while we're on the subject of 'words', why can't Tartan be a little more elaborate with their 'conversations'? Instead of the doorman simply not letting you past, why not give him a bit of character, have him say "Look, it's more than my job's worth, mate," or "I'm afraid for security reasons I shall have to ask you to leave that box outside"? That'd spice things up a bit.

Finally, it seem's a bit odd that on the ground floor you go south to exit the lift, but everywhere else you go north. But, anyway...

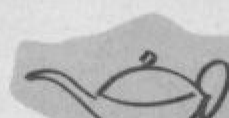
On the whole, Tom Frost ought to be congratulated. The puzzles are devious, and his air of mischief hasn't deserted him here. Don't be put off if you weren't at the Convention because neither was I. And if you play this game you'll find out why – just before the end!

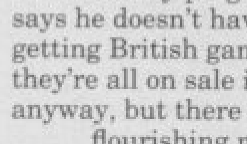
TEXT	■■■■■■□□□□
VALUE	■■■■■■■■□□
PERSONAL RATING	■■■■■■■■□□

Recommended for...
Anyone with a sense of humour. An easy game to understand.

Title .... *The Lost Dragon*
Price £2.95
Publisher .... Tartan Software, 61 Baillie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT

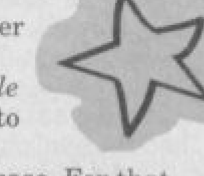
me a tape full of games, and a Polish Speccy mag, and for telling me all about the thriving Polish Spectrum scene. Wojciech would like to hear from British Spectrum users, partly to practice his English, since he's about to start studying at the English Teachers' College in September, and also maybe to send him UK Spectrum magazines in exchange for Polish utility programmes. He says he doesn't have trouble getting British games, as they're all on sale in Poland anyway, but there is a flourishing market in home-written utility programs over there, and some of our readers might find some useful. If you agree then write to Wojciech.





Back home now, and a torrent of question marks from **Darren Clark**. "In *The Great Peepingham Train Robbery*, what's in the garage and how do you get inside?" You need a crowbar and the Station Master (who's dead butch and strong). "What use is the crash helmet?" You find out if you meet the mugger. "What use is the duffel coat?" Keeps you warm in the Cold Store. "When are *Redhawk 3* and *Questprobe 4* due out?" Don't hold your breath – they may never appear. "Where can you get hold of *Dodgy Geezers*?" See *YS* ish 63, about getting hold of mouldy oldies. "And where can you get *YS* ish 63?" See the Back Issues bit on page 42. Simple!

Gray Hyett asks for help on *Bulbo And The Lizard King*. "Which companions do you need with you?" Well, the donkey'll do for a start. You'll also need the elf at one point, and the thief, and then either the archer or the swordsman. But don't forget that if you suddenly find you want to have, say, a giant with you, you can always go back to the marketplace, fire members of your party and re-hire others. And there seems to be no limit as to how many times you can do this.



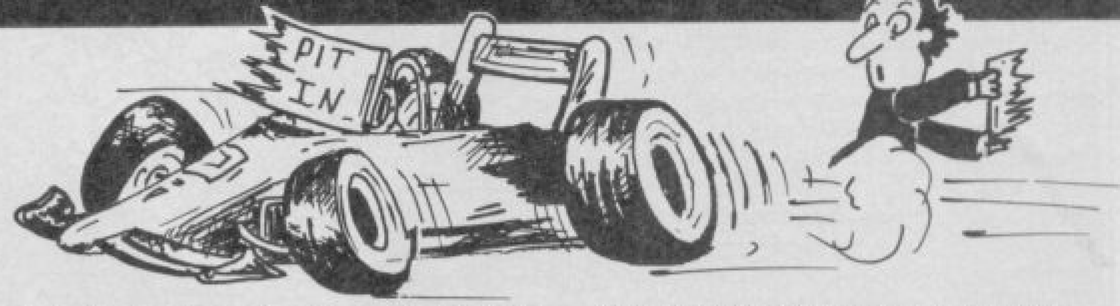


Gray's other questions include *Castle Eerie* – how to get past the broken staircase. For that you'll need to REDDÄL DNETXE. The panel in the alcove? NOTTUB DER HSUP. In *Prince Of Tyndal*, what do you need when you finally get to Eldin's lair? ETULF EHT might come in handy, HCUOP EHT DNA. In *Shipwreck*, where and how do you get a bottle of beer? At the bar, of course! (Remember to NAMRAB EHT PIT.) Hmm, a bottle of beer – I reckon I need one after all those questions... I say, bartender....

PROGRAM PITSTOP



He's uplifting! He's uproarious! He's the uppermost, up-to-the-minute **JONATHAN DAVIES!** (And his programs are a bit of alright too.)



Hello, and welcome to the most interesting page in *YS* by far. It's the bit where you get to show everyone what a talented programmer you really are; or (if you're a bit crap at that sort of thing) gawp at the achievements of other readers.

And this month the atmosphere is quite literally electric. Pitstop's been taken over by a chap called **Mark Turner** who's written not one program but two! First of all there's *Born Free*, his entry into the already crowded message scroller market, and second fiddle is played by a strange sort of animation program called *Screen Blender* (which you'd probably better have a look at for yourself).

Off we go then.

BORN FREE

by Mark Foster

I'm sure you know what message scrollers do. They scroll a message across the screen, and Mark Turner's is no exception. What's important, though, is the way they do it. They might make the message wibble about a bit, or print it in lots of colours, or possibly provide some form of musical accompaniment. This one, however, distinguishes itself by printing the message twice as big as usual and surrounding it with dotted lines which scroll at different speeds. You've got to see it to appreciate the effect, really. And what's the point of it? Endless 'practical' uses of course, like shop window displays and suchlike, which no self-respecting Spec-chum would touch with a barge pole. It's much more likely to be incorporated into a larger program, or possibly used to impress those unaware of the Spectrum's unrivalled message-scrolling abilities.

To get the program up and running you'll need to type in the Basic section and save it onto a tape by typing SAVE "program" LINE 9999. Next, root out a copy of the Hexloader from a previous Pitstop and use it to enter the Hex part. Save that after the Basic. And that's it as far as typing it in goes.

There's a built-in demo message, but it's not very interesting so you'll probably want to insert your own. The easiest way to do this is to delete the existing one and replace it with one of your own. It's then copied into memory in lines 70-90, and the scroller is informed of its location in line 50. Line 60 tells the scroller where on the screen to put the message, and lines 120-170 add a splash of colour.

And that's about the size of it.

The Basic Bit

```
  10 REM **SCROLLER DEMO**
  20 REM **BY MARK TURNER 1991**
  25 CLS : PRINT AT 11,11;"Pleas
e Wait": BEEP .7,40
  30 LET a$="A MESSAGE SCROLLER
WITH A DIFFERENCE FOR YOUR SINCL
AIR  BY MARK TURNER FROM POLBETH
,SCOTLAND.   TO STOP SCROLLING P
RESS ANY KEY.         "+CHR$ 255
  40 LET addr=50000
  50 POKE 53001,addr-256*INT (ad
dr/256): POKE 53002,INT (addr/25
6)
  60 LET lin=10: POKE 53007,lin
  70 FOR t=1 TO LEN a$
  80 POKE addr+(t-1),CODE a$(t)
  90 NEXT t
 100 BORDER 0: PAPER 0: INK 7: B
RIGHT 1: CLS
 110 PRINT AT 4,8; INK 4;"MARK
TURNER 1991"
 120 FOR c=1 TO 7
 130 FOR l=10 TO 13
 140 PRINT AT l,(c-1); INK c;" "
 150 PRINT AT l,(32-c); INK c;"
"
 160 NEXT l
 170 NEXT c
 180 RANDOMIZE USR 53000
 190 CLS
 200 PRINT AT 11,12;"THE END"
 210 PAUSE 0: STOP
9900 SAVE "SCROLLER" LINE 9999:
SAVE "SCRL.CODE"CODE 53000,530:
STOP
9999 LOAD ""CODE 53000: RUN
```

The Hex Bit

```
53000 21 50 C3 CD 6B D0 3E 0A =900
53008 3C 32 18 D1 CD 8C CF CD =1100
53016 A9 CF FB 76 F3 CD 76 D0 =1519
53024 3A 18 D1 3D 47 0E 00 CD =642
53032 03 D1 06 04 CD E1 CF CD =1064
53040 45 D0 CD 45 D0 06 03 CD =973
53048 E1 CF CD 45 D0 CD 45 D0 =1396
53056 06 02 CD E1 CF CD 45 D0 =1127
53064 CD 45 D0 06 01 CD E1 CF =1126
53072 3A 18 D1 C6 02 47 0E 00 =576
53080 CD 03 D1 06 01 CD ED CF =1073
53088 CD 45 D0 CD 45 D0 06 02 =972
53096 CD ED CF CD 45 D0 CD 45 =1405
53104 D0 06 03 CD ED CF CD 45 =1140
53112 D0 CD 45 D0 06 04 CD ED =1142
53120 CF AF DB FE 2F E6 1F CA =1365
53128 1A CF FB C9 3A 18 D1 3D =1037
53136 47 0E 00 CD 03 D1 06 20 =540
53144 0E 20 E5 AF 77 23 0D C2 =811
53152 8B CF E1 CD 45 D0 10 F0 =1325
53160 C9 3A 18 D1 3D 47 0E 00 =638
53168 CD 03 D1 CD C5 CF 3A 18 =1108
53176 D1 C6 02 47 0E 00 CD 03 =702
53184 D1 CD C5 CF C9 06 04 C5 =1226
53192 3E 3C CD D6 CF AF CD D5 =1340
53200 CF C1 10 F3 C9 06 20 E5 =1127
53208 77 23 10 FC E1 CD 45 D0 =1129
53216 C9 E5 C5 E5 CD F9 CF E1 =1742
53224 C1 10 F7 E1 C9 E5 C5 E5 =1537
53232 CD 21 D0 E1 C1 10 F7 E1 =1352
53240 C9 11 1F 00 19 06 01 0E =295
53248 20 E5 11 1F 00 A7 ED 52 =795
53256 5E E1 E5 CB 16 2B 0D C2 =1023
53264 0B D0 E1 CB 7B CA 1A D0 =1206
53272 CB C6 CD 45 D0 A7 10 DF =1289
53280 C9 06 02 0E 20 E5 11 1F =532
53288 00 19 5E E1 E5 CB 1E 23 =841
53296 0D C2 2D D0 E1 CB 43 CA =1157
53304 3C D0 CB FE CD 45 D0 A7 =1374
53312 10 E1 C9 00 3C F5 D5 7C =1084
53320 E6 07 FE 07 CA 53 D0 24 =1027
53328 C3 68 D0 7D E6 E0 FE E0 =1564
53336 CA 64 D0 11 E0 06 A7 ED =1161
53344 52 C3 68 D0 11 20 00 19 =863
53352 D1 F1 C9 22 16 D1 22 14 =970
53360 D1 AF 32 19 D1 C9 3A 18 =951
53368 D1 47 0E 1F CD 03 D1 16 =764
53376 02 0E 08 E5 06 20 E5 A7 =887
53384 CB 16 2B 10 FB E1 CD 45 =1034
53392 D0 CD 45 D0 0D C2 84 D0 =1237
53400 E1 15 C2 81 D0 2A 16 D1 =1050
53408 7E 6F 26 00 29 29 29 ED =635
53416 5B 43 D0 19 EB 3A 18 D1 =917
53424 47 0E 1F CD 03 D1 06 08 =547
53432 3A 19 D1 B7 CA FF D0 4F =1219
53440 1A 17 0D C2 C1 D0 CB 7F =987
53448 CA CD D0 CB C6 CD 45 D0 =1498
53456 CD 45 D0 13 10 E2 3A 19 =826
53464 D1 3C FE 08 C2 FB D0 AF =1359
53472 32 19 D1 2A 16 D1 23 7E =718
53480 FE FF C2 F7 D0 2A 14 D1 =1429
53488 22 16 D1 AF C3 FB D0 22 =1128
53496 16 D1 AF 32 19 D1 C9 1A =917
53504 C3 C6 D0 F5 78 E6 F8 C6 =1642
53512 40 67 78 E6 07 0F 0F 0F =569
53520 B1 6F F1 C9 50 C3 54 C3 =1236
53528 0B 01 00 00 00 00 00 00 =12
STOP
```

SCREEN BLENDER

by Mark Foster

This one's a bit complicated to explain (but I'll do my best). What it does is let you design two screens from coloured blocks and then, by cunning use of the FLASH command, combines them into one animated screen. And the fact that FLASH is used means that the animation continues no matter what else the computer's doing, so it's ideal for loading screens. It's an old idea, but one which you don't see used much. (Erm, I wonder why.)

It's another Basic/Hex program, so type in the Basic, save it with SAVE "blender" LINE 9998, and then use the Hexloader to enter the Hex and save it after the Basic.

On reloading you'll be presented with a menu giving four options – Make Screen 1, Make Screen 2, Blend Screens and Save Final Screen. The first two take you into a simple screen designer, with a cursor moved round by pressing Q, A, O and P. Space places a block on the screen, M deletes one, I changes the block colour, C clears the screen and E returns you to the menu. Once you've drawn two (rather chunky) pictures, select Blend Screens and you'll be shown the resulting combination. If it's what you're after, Save it, otherwise edit it until it's right.

While the program works fine as it is there's plenty of room for expansion, particularly in the area of making animation easier.

The Basic Bit

```
  10 REM **Animated Screens**
  20 REM ** By Mark Turner **
  30 BORDER 0: PAPER 0: INK 7: B
RIGHT 1: CLS
  40 PRINT AT 1,5; INK 4;"ANIMAT
ED SCREEN MAKER"; INK 7;AT 5,8;"
1:MAKE SCREEN 1";AT 7,8;"2:MAKE
SCREEN 2";AT 9,8;"3:BLEND SCREEN
S";AT 11,8;"4:SAVE FINAL SCREEN"
; INK 4;AT 15,8;"MARK TURNER 199
1"
  45 LET i$=INKEY$: LET a=CODE i
$
  50 IF a<49 OR a>52 THEN  GO TO
 45
  55 GO TO 100*(a=49)+100*(a=50)
+1000*(a=51)+1500*(a=52)
 100 REM **CREATE SCREEN**
 110 CLS
 120 PRINT "Use Q,A,O,P and 'SPA
CE to move"'"cursor."''"'M' to d
elete block."''"'I' to change co
lour of block."''"'C' to clear s
creen."''"'E' to exit editor."
 130 GO SUB 9000
 140 IF a=49 THEN  LET hl=50000:
 GO SUB 8000
 145 IF a=50 THEN  LET hl=50800:
 GO SUB 8000
 200 CLS : RANDOMIZE USR 53012
 205 LET i=7: LET x=16• LET y=10
 206 PRINT AT y,x;"X"
 210 IF INKEY$="" THEN  GO TO 21
0
 215 LET y1=y: LET x1=x
 216 IF INKEY$="c" OR INKEY$="C"
 THEN  INK 7: CLS : POKE 53001,0
: POKE 53002,128: RANDOMIZE USR
53000: LET att=22528: POKE 53001
,att-256*INT (att/256): POKE 530
02,INT (att/256): GO TO 205
 217 IF INKEY$="e" OR INKEY$="E"
 THEN  RUN
 218 IF INKEY$="m" OR INKEY$="M"
 THEN  PRINT AT y,x; INK 0; PAPE
R 0;" ": RANDOMIZE USR 53000
 220 IF INKEY$="q" OR INKEY$="Q"
 THEN  LET y=y-(y>0)
 225 IF INKEY$="a" OR INKEY$="A"
 THEN  LET y=y+(y<21)
 230 IF INKEY$="o" OR INKEY$="O"
 THEN  LET x=x-(x>0)
 235 IF INKEY$="p" OR INKEY$="P"
 THEN  LET x=x+(x<31)
 236 IF INKEY$=" " THEN  PRINT A
T y,x; PAPER i; INK i;" ": RANDO
MIZE USR 53000
 237 IF INKEY$="i" THEN  INPUT "
INK(0-7):";i
 239 PRINT AT y1,x1;" ": RANDOMI
ZE USR 53012: PRINT AT y,x;"X"
 245 GO TO 210
1000 INK 7: CLS : GO SUB 1010: G
O SUB 9000: RUN
1010 LET hl=50000: GO SUB 8000:
RANDOMIZE USR 53012
1020 LET hl=50800: POKE 53028,hl
-256*INT (hl/256): POKE 53029,IN
T (hl/256)
1030 RANDOMIZE USR 53024
1050 RETURN
1500 INK 7: CLS : GO SUB 1010: I
NPUT "File Name:"; LINE a$
1505 IF LEN a$>10 THEN  LET a$=a
$( TO 10 )
1510 SAVE a$CODE 22528,768
1520 RUN
7999 STOP
8000 LET l=hl-256*INT (hl/256):
LET h=INT (hl/256)
8005 POKE 53004,l: POKE 53005,h
8010 POKE 53013,l: POKE 53014,h
8015 RETURN
9000 PRINT #0;AT 0,10; INK 1; PA
PER 7; FLASH 1;"PRESS ANY KEY"
9010 IF INKEY$<>"" THEN  GO TO 9
010
9020 IF INKEY$="" THEN  GO TO 90
20
9030 RETURN
9998 CLEAR 32767 : LOAD "BLEND.C
ODE"CODE 53000: RUN
9999 SAVE "SCR.BLEND" LINE 9998:
 SAVE "BLEND.CODE"CODE 53000,57:
 STOP
```

The Hex Bit

```
53000 21 00 58 11 50 C3 01 00 =414
53008 03 ED B0 C9 21 50 C3 11 =942
53016 00 58 01 00 03 ED B0 C9 =706
53024 11 00 58 21 70 C6 01 00 =449
53032 03 7E E6 78 77 1A 0F 0F =654
53040 0F E6 07 B6 F6 80 12 13 =845
53048 23 0B 78 B1 C2 29 CF C9 =986
53056 00 02 CD E1 CF CD 45 D0 =1121
STOP
```

THE END

So that's it, then. If you've got anything you'd like printed in Pitstop, the best thing to do is pop it onto a tape or disk and send it to me at Program Pitstop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2BW. 'Til next time.

WANTED!

EXACTLY WHAT YOU THINK ABOUT YOUR SINCLAIR – SO WE CAN MAKE IT EVEN BETTER!

Blimey! It's yonks since we had a questionnaire! The main idea is that you tell us what you think, we have a think about what you think, and then we throw all the forms in the bin (and completely change the mag). Hurrah! Here's the first question...

1. Which of these machines do you own?

- ❒ Speccy 48K
- ❒ Speccy 128K
- ❒ SAM Coupé
- ❒ Amstrad CPC
- ❒ Atari ST
- ❒ Amiga
- ❒ Commodore 64
- ❒ Sega
- ❒ Nintendo

2. Is *YS* good value for money?

- ❒ Excellent value
- ❒ Good value
- ❒ Reasonable value
- ❒ Poor value
- ❒ Rip-off

3. How much do you like the cover of this issue?../10

4. What do you think of the issue overall?../10

5. How does it compare with previous ones?

- ❒ Much better
- ❒ Slightly better
- ❒ The same standard
- ❒ Slightly worse
- ❒ Even worse than that

6. Give the mag a rating out of ten, plus any other computer mags you read regularly...

YOUR SINCLAIR../10
..../10
..../10
..../10

7. And lastly, what do you reckon's the *best* thing about this ish, and what's the *worst*?

Mmm. Well, I really went a bundle on

....

....

But I didn't fancy

....

.... at all. (Er, is that it?)

■ **It certainly is! And you don't even need a stamp to post it! Just send it off to Reader Survey, *YS*, Future Publishing Ltd, Freepost, Bath, Avon BA1 1XY. (And ta very much for your co-operation!)**

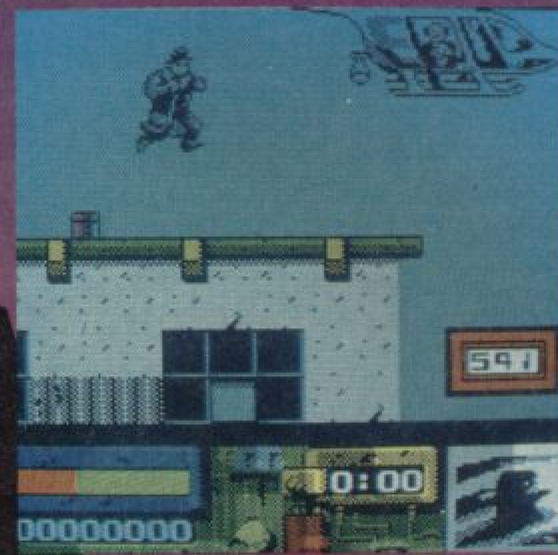

RAYMOND CASTLE... HIS SPECCY'S A RASCAL
HELLO, RAYMOND! HO HO!
BY JAMES + KEVIN
BLIMEY, I'M BORED. I KNOW - I'LL PLAY A FEW TRICKS ON THAT STUPID PRAT RAYMOND! THAT'LL CAUSE A TITTER, EH?
AUTO
BATT
READER'S VOICE
OH LOOK! HERE HE COMES NOW!
GOSH! I CAN'T WAIT TO PLAY THESE NEW SPECCY GAMES!
YS SAYS THEY'RE CRAP BUT I THINK THEY MIGHT BE QUITE GOOD!
CRAP GAMES R US
BUT AS RAYMOND REACHES FOR THE DOOR KNOB...
YEAARRGG!!
HEE HEE HEE!
RAYMOND WASN'T EVEN SAFE IN HIS BEDROOM.
NOW, SPECCY, JUST YOU...
BIT HOT? THIS'LL COOL YOU DOWN! HEE!
ARRGG!!
SNAP!!
MAN TRAP
YOU'RE A RASCAL, SPECCY! AND JUST WHEN I'D BROUGHT YOU A LOAD OF NEW GAMES TO PLAY!
OH NO! I'M SORRY, RAYMOND. PLEASE DON'T...
MAKE ME PLAY YOUR GAMES!!
BUT...
COR! THIS NEW GAME "MUPPET BABIES IN CUTE ADVENTURELAND" IS BRILL! I'LL PLAY IT FOR ANOTHER FEW HOURS AT LEAST...
MMMPPPFF!!!
MUPPET
EXTRA STRONG TAPE
END

YS MEGAPREVIEW

DARKMAN



The horror, the horror! ANDY IDE sticks a lot of plasticine and red lipstick on his face and takes a look at Ocean's brand-new spooky-wooky movie licence.



This is the bit in Level Three where you've got to jump over the rooftops and dodge the bombs. (Hold onto your hat, Darkman! You're nearly there now!)

Blimey, give that man some Clearasil. Just look at him – one pinch on his nose and his whole head would explode! (Poor dear.) Ahem. We are of course talking about Darkman, the star of last year's hit horror movie, and this year's Speccy game conversion of, erm, the same name (by Ocean). And seeing how the movie came first, here's a very skimpy outline of the plot (oo-er).

An incredibly handsome scientist gets blown up by some gangsters and turned into a really rather ugly sausage. This, understandably, makes him a bit peeved. Luckily he's a dab hand in the disguise department, so he takes on the look of various characters in order to impersonate them for various reasons, and, well, kill them off really. Funky stuff, eh?

And so's the game! (Probably.) Hurrah! It's a bit fashionable at the moment for movie spin-offs to be made up of lots of different types of gameplay (cast your eyes over the last two *Back To The Futures*) and *Darkman*'s no exception. It's a hotchpotch of stuff, spread out over six levels. But whereas something like *BTTF* absolutely *had* to do this because the movie narrative wasn't strong enough to run a story all the way through the game (so they had to make different bits out of isolated scenes), here there's no such need – they've just done it because they want to (like *Total Recall*). Level One starts off halfway through the plot of the movie (just when it gets really exciting) and Level Six ends where the movie ends. Simple really.

But enough of my banter. You want to know how it works. And what better idea than to tiptoe through the levels and have a quick shifty. Follow me...

LEVEL ONE

(The 'Walking Through Chinatown, Kicking Up A Bit Of A Public Rumpus' Level)

So here we are, half way through the film. Level One is based on the bit where Darkman disguises himself as Strak (the big evil baddie) and travels to Chinatown to steal a suitcase packed to its flappy leather strap with dosh.

It's a horizontal-flippin' beat-'em-up. Lots of gangsters and ninjas sort of waddle up towards you, squatting and thrusting and trying to put their fists inside your mouth. So if you don't want to end up spitting your teeth out onto the asphalt you'd better take the same course of action. The briefcase is at the end of the level and it makes you very rich (on the points table at least).

The opening bit's rather like a mix of *NARC* (because of the street and the baddies and wotnot) and *Golden Axe* – because you can only move onto the next screen once you've solved a problem in the one you're on at the moment.

GOSH, IT'S JOLLY DARK IN HERE!

Time to pop inside the cinema and have a quick ponder over the film. Mmm. Well, it was all very brooding and B-movie-ish, and a bit of alright really. It didn't hang together that well, but there were certainly quite a few really brilliant bits (like when he gets blown up, and he can't reach the cigarette lighter that's about to ignite all the gas that's been building up in the room).

It was directed by a bloke called Sam Raimi, who also did the marvellously splendid (and even gorier!) *Evil Dead*, and Liam Neeson was the actor who played the lead. He's been in lots of boring stuff and can't act, but it didn't matter that much because he had lots of make-up on and you couldn't tell anyway. Hurrah!



The fatty with the machine gun is Strak, the evil baddy. (And the other bloke's his pilot.)



The graphics look a bit basic, but they're certainly clear. (Actually, it looks a bit like *Total Recall*. It's got the same kind of chunkiness.)

IN BETWEEN LEVELS ONE & TWO
(The 'Cheese' Bit)

This is a little puzzle bit for all you birdwatchers out there. As I said, in the movie, Darkman takes photos of different people and then makes sort of rubbery, identikit faces from them (which he then slaps onto his face like he did in Level One). Here you're shown the image of a blokie, who's standing by a window in a big tower block. You have one minute to zoom in on the building and find him, then take a front-view photo with your camera, and a side-view. The difficulty is that there are lots of other people standing by their windows and gazing aimlessly into space as well, so you've got to dash around a bit with your viewfinder in order to find him. (Oh, and if you manage to click two side-on views then you get a bonus.)

LEVEL TWO
(The "Blimey! It's The Warehouse Level!" Level)

Back to beat-'em-up territory now, but with a different lay-out. Level Two's the first of three 8-way scrolling platform bits, and they work on similar lines to *Batman*. This time we're chez Darky in his makeshift lab (which also happens to be a deserted warehouse! Hurrah!). All of a sudden the gangsters drop by for a quick cuppa asking where all their money is. Whoops – time for a sharp exit! Luckily there's a hole in the roof (one of many, but the only one in the game) so up he jumps, onto ladders and boxes, dodging lots of spooky machines that fire bombs at him, and an equal amount of generally nasty characters who are trying to shove him off the edge of the platform. What rotters!

LEVEL THREE
(The 'Making Holes In The Tops Of People's Houses' Level)

Onto the rooftops now, and you're met by a rather big helicopter, lobbing bombs down on you. Oh no! You need to jump the gaps in between the buildings, and stay one leap ahead of the explosions so they don't send you flying and make your energy level drop down. (As with most of the other levels, you don't get a set number of lives here – just an energy barometer which drops down bit by bit.) Get to the end, and you find yourself at the top of a ladder and about to drop down into Level Four.

LEVEL FOUR
(The 'Beumb' Level)

And now we're back in Level Two territory (ie lots of platformy stuff). Get down to the bottom of the building by jumping onto all the ledges and dodging the gangsters. (They're still pretty much the same as they were at the beginning of the game, only some have gone bald – probably due to all the grief and worry you've been giving them, eh? Hem hem.) There's a time bomb waiting for you at ground level which you've got to switch on, and you've then got to scoot back up to the top before the baby blows.

Oh, and one other thing. In this level, the baddies don't disappear from the screen when you kill them – they just lie on the floor instead, dripping lots of gooey blood and generally getting in the way. This means that it's best to kill them on the way down, otherwise you won't get out in time and the bomb'll blow you up into a million icky pieces. Eurgh!

LEVEL FIVE
(The "Mummy, Mummy, There's A Man Dangling From A Helicopter Trying To Get In Through The Window" Level)

And now for something completely different. (Just about.) This one's a vertical overhead view jobby, looking down on a helicopter in the middle of the screen, with a freeway, with lots of cars on it, scrolling along below.

It's nicked from a pretty famous scene in the movie – you're hanging on for dear life to a rope (which is, itself, hanging from helicopter, of course) and you're swinging along behind it, trying not to splatter your pretty little features all over the windscreens of passing vehicles. (Not that it wouldn't improve your looks of course, but unfortunately you'd probably get killed in the process, this being the only level in the game where you get properly wasted, and don't just lose bits of poxy little energy bars.)

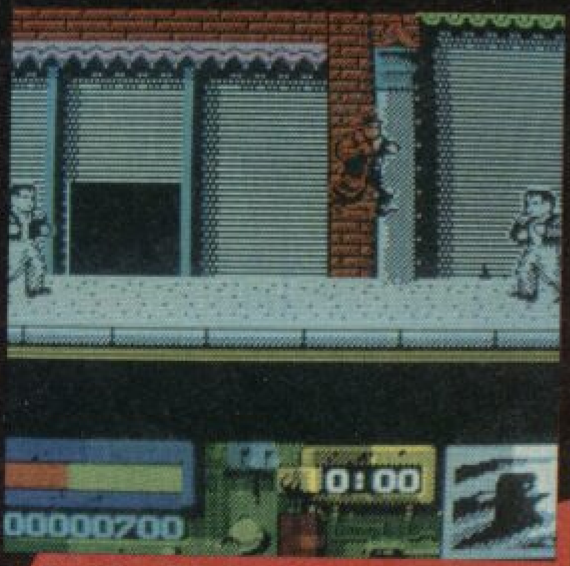
The aim is to attach the rope to the top of a truck so when all the traffic disappears into a tunnel (and you with it) the helicopter charges straight into a concrete wall and bursts into a very big ball of flames.

IN BETWEEN LEVELS FIVE AND SIX
(The Other 'Cheese' Bit)

This bit's exactly the same to the one before (just after Level One), so why waste time on it? Let's move on now, a little worse for wear but as courageous and determined as ever, to the final level...

LEVEL SIX
(The 'Very High Up' Level)

Again, it's just like the movie. Darkman climbs up onto the scaffolding of a semi-constructed building to have a bit of a barney with Strak (the big baddy, remember), who's got a huge bolt-gun thing that he wants to try out on our luckless hero (not to mention his girlfriend who's trussed up somewhere over there in the corner). So you've got to kill him (basically).



On the sidewalk in Level One. As you can see, Darky has the rather natty ability to jump quite high in the air (which is extremely handy for rescuing cats out of trees).

THE BODS WHAT DID IT...

Take a bow, Jason McGann and Dave Box at Twilight Software (in Harrogate)! Hurrah! We'd never met them before but they seemed like a couple of jolly fellows all the same. Jase did *Plotting* on the Spec, while Dave (who's a bit more of a newcomer) did *Quickdraw McGraw*. We spoke to Jase...

Wotcha, mate!

Hello there.

So tell us about all this licencing lark. Is working on a movie game a real pain in the bot because you're so restricted?

Blimey, that's a bit of stiff question! Well, it can be, yeah. But this was okay, cos we really liked the movie, and we put in lots of bits and pieces that weren't in the 16-bit version and had some fun with them (like slotting in piccies between the levels).

So you were working from the 16-bit version?

Sort of. We had a rough idea of what each level consisted of and how it was made up, and we just trundled on from there. But the 8-bit and 16-bit versions don't really look the same. Take Level One – they're both horizontally-flipping beat-'em-ups, but they're, um, a bit different. And the helicopter section on the 16-bits is a 3D thing (with you 'moving' into the screen), but that proved too hard to do on the 8-bit.

Right, quick before we end. Any other comments?

Nope. Just make sure you tell them to go out and buy it.

Gosh, that's a bit pushy of you! Perhaps we'd better wait 'til next month when we see the finished thing, eh?

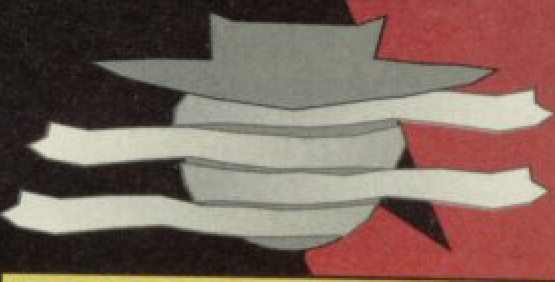
Oh alright then. Bye.

Bye!



It's another platformer, in which you've got to scale the dizzy heights, accessing rooms by finding the keys that will let you move from screen to screen (or something). And then when you kill Strak you get a real nice piccy of him falling down the side of the scraper to his splatty demise. Scrumptious, eh?

And that's yer lot. Thrillpacked indeed. Actually, the game's pretty well ready so we should be reviewing in the next ish. (We weren't going to be seeing it for a few months but Ocean swopped their release schedules around, brought this forward and pushed *Smash TV* back.) Which means there's still time to do your homework and go out and rent the vid! Hurrah! (Just, erm, watch out for the bit when he takes the bandages off!)

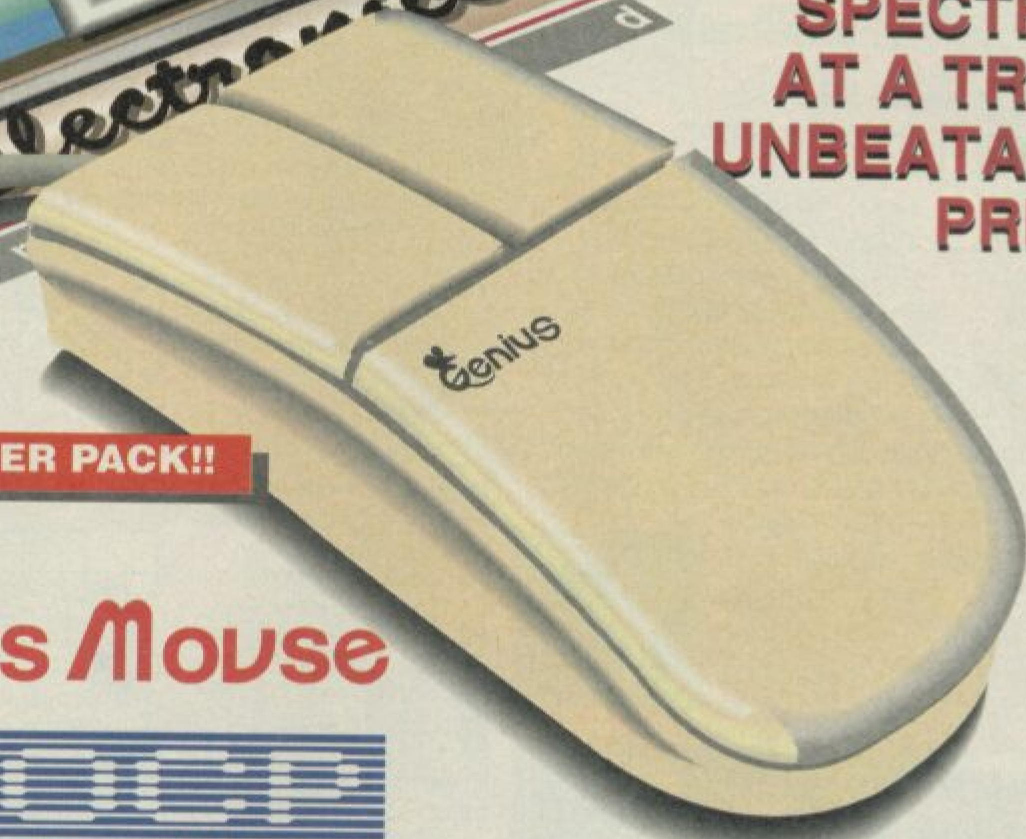


FAX BOX

Game	Darkman
Publisher	Ocean
Programmers	Jason McGann and Dave Box at Twilight Software
Price	£11.23 cass only
Release Date	July

NOW A TOTAL MOUSE/ GRAPHICS PACKAGE FOR YOUR SPECTRUM AT A TRULY UNBEATABLE PRICE!!

DATEL Electronics





SPECIAL OFFER PACK!!

Genius Mouse



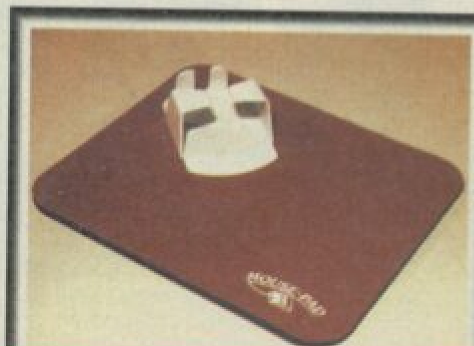
COMPLETE WITH OCP ADVANCED ART STUDIO

- **Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...**
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode. ● Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.
- Mouse Interface even has a built-in Joystick Port (Kempston compatible). Accepts any 9 pin Joystick.

AVAILABLE FOR 48K/128K/+2/+2A/+3 COMPUTERS (PLEASE STATE WHICH WHEN ORDERING) NOTE THAT THE +2A COMPUTER HAS A BLACK CASE UNLIKE THE +2 WHICH HAS A GREY CASE. IT IS IMPORTANT TO STATE EXACTLY WHICH MODEL OF SPECTRUM YOU HAVE WHEN ORDERING.

ONLY £49.99

TOTAL PACKAGE INCLUDES GENIUS MOUSE, INTERFACE, OCP ADVANCED ART STUDIO PLUS FREE MOUSE MAT AND HOLDER



FREE! MOUSE MAT AND MOUSE HOLDER (WORTH £12.99) WITH EACH PACKAGE



NEW

LC 200 COLOUR PRINTER PACKAGE

NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!

- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, etc., in genuine colour!
- LC200 is a full Centronics printer so it works with other computers (Amiga, ST, etc.).
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!! ● No more to buy - just plug in and print!!

PACKAGE INCLUDES... STAR LC200 COLOUR PRINTER RRP £299.00
CENTRONICS PRINTER INTERFACE RRP £19.99
DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99
NORMALLY £337.98
COMPLETE PACKAGE NOW ONLY £239.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

- If you already have an LC10 or LC 200 Colour Printer we can supply the Driver separately.
- Works with LC10, Dk'Tronics Interface, RamPrint or +2A or +3 Printer Port.

DATEL Electronics Limited

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

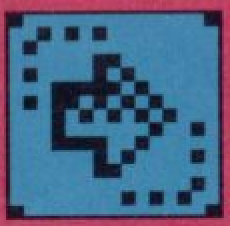
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

Access *DATEL ELECTRONICS LTD.* VISA

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.
FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

SPEC MSE 3

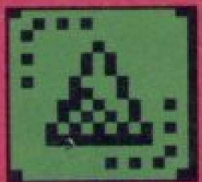
STACK UP



Zeppelin/£3.99 cass



James **Tsk. Those Russians, eh? No sooner do they become all friendly and glasnosty, than they drop *Tetris* on us. And *Tetris*, as we all know, is the biggest cause of late nights, headaches and damaged joysticks ever. Worse still, it now seems as if the world, his wife, his two daughters and their pet Labrador 'Ludo' are all writing games with that 'addictive puzzle arcade-type element'. And oh what a coincidence! Here comes one now!**



It's called *Stack Up*, and it works a weeny bit like this. Coloured squares fall from the top of the screen, three in a line. You can't twist them round, like *Tetris*,

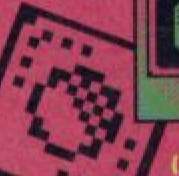


but you can alter the order of the colours. They build up at the bottom, and the idea is to try and match up the colours falling with those below, to produce lines of three or more (which can be diagonal, horizontal or vertical). If you do this, the lines disappear; if you don't, the screen will fill up and you'll be staring complete failure right in the face. So, nothing too different from the Big T so far, just a few nifty little twists.

Blockhead!

The game is divided into levels, so even if you're not doing well you can often just hang in there until you get to the next level (where you can start afresh). The later levels have lots of fiendish features, like blank blocks which can't be removed, forcing you to make your coloured lines around them. As you get further up the levels, you start to get random coloured blocks appearing (usually where you least want them). Oh, and in case you're thinking that it all sounds rather easy-peasy, the game itself gets faster and faster as well. (Of course.)

Right. That's enough technical, difficult-to-explain stuff. If you really want to know how it all works,

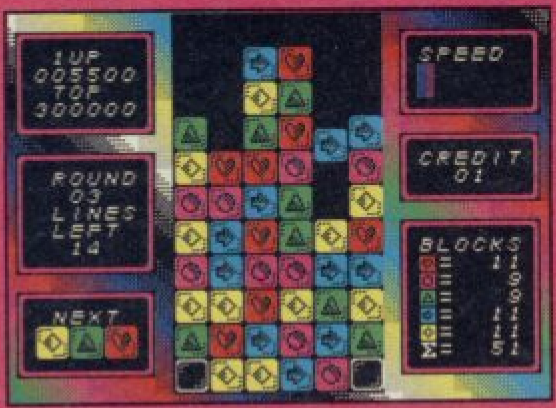




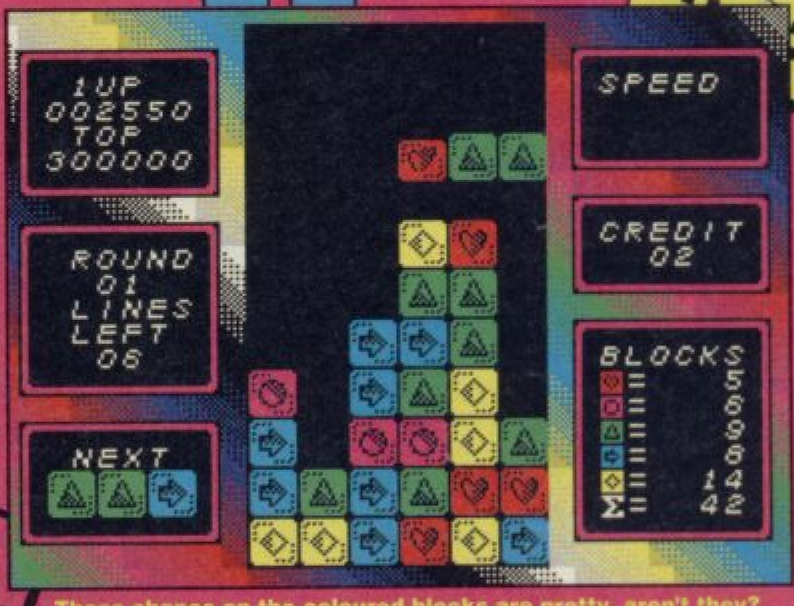
go out and buy it. All you need to know is that *Stack Up* is amazingly good fun to play. We're not talking earth-shaking originality here by any means. Zeppelin have obviously taken a long hard look at *Tetris*, and quite unashamedly decided to produce a game in exactly the same mould. But where it comes up trumps is in the way they've retained the same addictive quality, but managed to put a facelift on it with the new features. The difficulty level for example is set just about right (pretty important for games like this), and the graphics, while extremely straightforward, are really bright and crisp, and blaze off the screen in nice primary colours. It really is the biz.



Hmm. And there isn't a lot else to say about it. Except that if you're even the slightest bit interested in having a go at a puzzle game, then smash that stupid blue



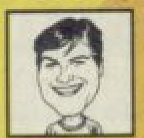
Not doing too well here, actually. Er, let's hope we're near the end of a level!



Those shapes on the coloured blocks are pretty, aren't they? (They're probably for people with black and white tellies, we'll wager!)

MOUNTAIN BIKE SIMULATOR

CodeMasters/£2.99 cass



James **In my day, BMX bikes were seriously trendy pieces of equipment (despite the fact they were pretty crap and you tended to fall off them a lot). But times change, and nowadays it's mountain bikes that everyone's riding (despite the fact that they cost about the same as a car and if you leave them out for more than 6 seconds they get nicked).**



What a Flash Harry! I wish I could do wheelies like that! (Cross fingers he crashes when he goes over that wall!)

Nevertheless CodeMasters, being the dedicated followers of fashion that they are, have come up with a rather cute *Mountain Bike Simulator* (just as we're getting in on the action by giving away one in a compo over on page 58). To be brutally honest it doesn't precisely replicate the actual feel of riding a bike over rough terrain, but that would be a tad difficult to do on a Speccy anyway. Instead, what you see is a side view of a small bod on a bike as he rides along. The ground scrolls from right to left and presents you with small bumps, large bumps, ditches to jump and big pools of oil (or acid or something).

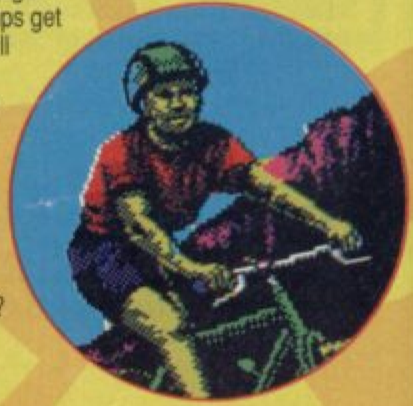
Mind the mogul!

You control the speed of the bike (ranging from slow to not quite so slow) and whether you want to jump or wheelie (or combine the two). What you don't



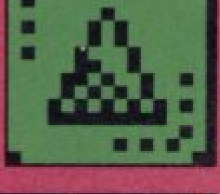
This causes considerable pain (so don't do it).

control is the time limit, which is tight and brings a welcome feeling of urgency to the proceedings. This gets shorter as you progress up through the six levels, just as the obstacles get steeper and the jumps get longer. (In fact, you'll probably find you need to stay in high gear the whole time, and just hope that you to spot the ditches and ravines in time.)



And guess what?

piggy-bank you got on your eighth birthday (and that you're rather ashamed of), collect all the half-pennies which you've been putting in it (even though they're no longer legally accepted) and rush down to your local software emporium to get a copy of *Stack Up* immediately. If the man hasn't got one, insist that he telephones the distributor to get one sent as soon as possible. (But don't forget to say please.)





Keep an eye out for those blank diagonal blocks – they're just there to cause you maximum hassle.

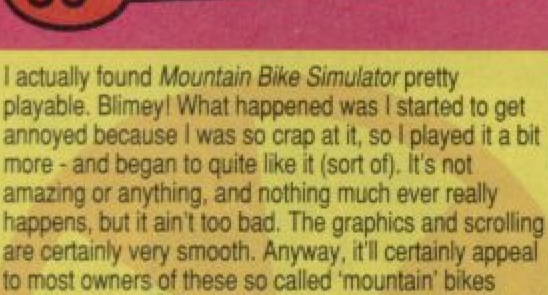
FINAL VERDICT

LIFE EXPECTANCY	ADDICTIVENESS	GRAPHICS	INSTANT APPEAL
88°	89°	72°	84°

DIAGNOSIS
A *Tetris* rip-off, but a colourful, addictive and extremely entertaining one. (And dirt cheap too.)

86°

I actually found *Mountain Bike Simulator* pretty playable. Blimey! What happened was I started to get annoyed because I was so crap at it, so I played it a bit more - and began to quite like it (sort of). It's not amazing or anything, and nothing much ever really happens, but it ain't too bad. The graphics and scrolling are certainly very smooth. Anyway, it'll certainly appeal to most owners of these so called 'mountain' bikes (who can play it after their real bikes have been nicked, hur hur).



It is a bird? Is it a plane? No, it's just me being a clot on a mountain bike.

FINAL VERDICT

LIFE EXPECTANCY	ADDICTIVENESS	GRAPHICS	INSTANT APPEAL
63°	73°	65°	72°

DIAGNOSIS
Not-that-bad mountain bike scroller, but you brain (or trigger finger) won't be aching too much after you've played it.

67°

LA POLICE DEPARTMENT

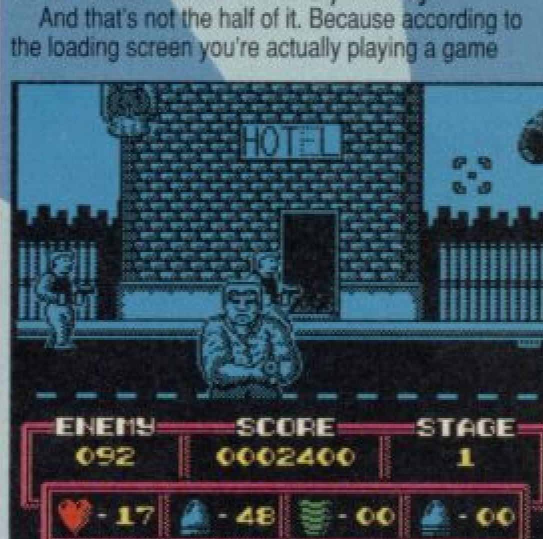
Players/£2.99 cass





Linda This is a weirdie, Dierdre! Who remembers a Players game called a *A Nightmare On Robinson Street* on our covertape last February? It was a pretty straight *Op Wolf* clone of no incredible import, but what it did it did okay. And much the same could be said of Players' new *Los Angeles Police Department*. In fact, not to put too fine a point on it, they could be the same game! And we think they probably are. (With just a bit of code mixed around.) Blimey!

And that's not the half of it. Because according to the loading screen you're actually playing a game



Mmm. Somehow this all seems rather familiar.

called *LA Drugs Bust*! Confusing or what? (I think we should be told.)



Anyway, whatever the thing's called, you play a special agent with the unenviable task of tidying up the streets of LA. Armed with an Uzi 9mm you've got to kill loads (and loads) of very violent people. There are things to collect, grenades to dodge, crooked old women to avoid, and the usual stuff besides. Just aim your little cursor at people and fire. Then do it again and again and again and... anyway, you get the picture.

There's nothing new here, but that doesn't make it *completely* worthless. *LA PD* (now there's a better title for a start) is still an okay shoot-'em-up (if totally unnecessary). The graphics are clear, the scrolling is smooth. There's nothing wrong with it apart from the fact that you can't see the cursor very well and it hasn't got any sparkle to it whatsoever. Oh, and it's a bit of a double rip-off of course. *Op Wolf* was a great game. *Nightmare On Ramsay Street*, while streets behind, wasn't too critical. But *LA Police Dept* is (what amounts to) a copy of a copy and do you really want the same thing again and again? Personally, I think the whole thing's a bit of a waste of time and I don't really want a game with an identity crisis.

FINAL VERDICT

LIFE EXPECTANCY	ADDICTIVENESS	GRAPHICS	INSTANT APPEAL
51°	54°	62°	55°

DIAGNOSIS
Yet another *Op Wolf* clone. Why?

53°

Lop Ears

Players/£2.99 cass



Linda Why are rabbits so crap these days, eh? They jolly well didn't use to be. Remember Bugs Bunny, or Dylan in *The Magic Roundabout*? Now, they were seriously cool bunnies. Not like the fluffy, helpless little things we get lumbered with today. I mean, take a look at this *Lop Ears* rubbish...



Little Lop Ears (for tis his name) has gone out to play, and lost his way. After wandering around all mournful and lonely for ages (don't fall for any cheap sympathy tricks here, Spec-chums) he eventually finds out that a by-pass has been built, blocking his way back home. The plan is that you've got to lead Lop Ears through fields, burrows, streets and garages back to his doting parents (who are probably dead by now anyway). On the way, there are lots of puzzles to solve and carrots to eat for energy. Our 'hero' is nicely animated and everything's big, blocky and clear. So it's a bit of a shame that the gameplay's a load of old codswallop.

Mind you, all is not lost. *Lop Ears* would be a complete waste of time if it weren't for one redeeming feature – you get to kill the little blighter!



Hurrah! And not only that, but you can do it again and again and again. He can get mauled by other animals (such as dogs, squirrels and cannibalistic rabbits), but there are two methods of slow death which particularly take my fancy.

Method number one – drowning. This is both easy, and extremely foolproof. Lead him to a stretch of water and



Wah-hey! It's bye-bye bunny time! "Old Loppy was carrying an egg and a cabbage at the time of his death." (Ha! Ha!)

pretend that the joystick's stuck. Let Loppy walk into the water and he falls in headfirst, a couple of bubbles spurt from his mouth and he sort of bobs forward. The second way is quite good too. Find a road (any road will do, but a busy one is preferable). Stand by the kerb and wait 'til you hear the far-off trundling of a car approaching. Then cross. Oomph! Splat! Hurrah!

And there we have it. It's official – *Lop Ears* is categorically crap. With a few changes this could have been a really smart game (or quite an amusing novelty one at the very least). All it needed was a completely different approach and a new title. So – anybody for *Bunny Bloodshed*?

FINAL VERDICT

LIFE EXPECTANCY	ADDICTIVENESS	GRAPHICS	INSTANT APPEAL
48°	46°	52°	46°

DIAGNOSIS
Daft 'n' dull rabbit romp. Don't bother.

48°

MYSTICAL

Infogrames/£11.99 cass/15.99 disk



Andy Blimey! This French game *Mystical*'s been getting its fair share of coverage in *YS*, hasn't it, Spec-chums? There was the Future Shock in May, then the demo the month after – and all because Linda saw that episode of *The Darling Buds Of May* when they all went off to France! No, it's true!

First she started eating lots of croissants. And then she'd wander around the shed throwing her arms up and shouting "Sacre bleu!" for no reason at all. And finally she said if we didn't put more Froggy stuff in the mag then she'd blow garlic breath in our faces (which would have been really, *really* horrible because of all the crumbs that'd sort shoot out of her mouth at the same time. Eurgh!!).



So naturally we complied. And tried to find lots of French games to fill the mag up with, and failed abysmally, and only found one, so here it is (again).

You probably know the plot backwards by now. You play a sorcerer's apprentice who's ruined all his boss's spells and potions, and has to go out into the big wide world to try and replace them. It all measures up to a bird's-eye vertical-scrolling shoot-'em-up (a la *Ikari Warriors*) with you plodding along merrily, looking like Kojak dressed up in a habit, and picking up all the nasty litter and empty bottles that people have left behind on their picnics. And it's a jolly lucky thing they did, otherwise you'd never have any spells to shoot all the nasties with. They come at you from the top of the screen down (it's a bit like going the wrong way at rush hour), and you can use either the last spell you picked up (of which more in the box-off) or alternatively one from the stock that you've been saving up.

And that's it.



Tee hee! Bet that came as a bit of a 'bolt of the blue' for him, eh, Spec-chums?



And it's all so pwetty!

The novelty of *Mystical* isn't the gameplay – it's how the thing's presented. And coming from the French, it's no surprise that it's all pretty original (and funny). The baddies are colourful – like the little brattish schoolgirls, and nightgowns with funny faces (which are sort of pathetically trying to be ghosts!) – and the spells and



A-ha. The old 'turn 'em into a box trick', eh? (I think I'd rather be a frog!)

FOLLOW THAT MONK!

It's all very nice and green, but what's happening in that pink bit around the edges? Just follow the arrows and you'll soon find out!



This is where you see what spell you're using (this time it's some kind of spooky sword).

A bottle of your best rasberry-flavoured potion, my good man! Here's where your potions light up. They're not much different from spells really (they're just, erm, a little easier to drink).

You of the incredibly shiny head.

The more balls light up (ouch!) the more spells and potions you've collected. Hurrah!

A rock.

Your energy (and the one on top belongs to player two if he ever wants to pop round and play).

Your lives.

And here's that sword in full swing. Blimey! Looks like he's giving one of your enemies a bit of a slap around the chops, doesn't it?

DIRT TRACK RACER

Zeppelin/£2.99 cass



James Up until yesterday, I thought ATV stood for Anglia Television. Apparently, I was completely wrong. It stands for All Terrain Vehicle instead. Or at least it does when you're playing *Dirt Track Racer*, because that's what you find yourself driving.

Zeppelin's new buggy racing game is an overhead-view multiscroller, with five courses and ten mud-pluggin' computer opponents to whizz against. Your little car (small but quite nicely drawn) stays in the middle of the screen as everything moves around it – which is pretty handy because all the other competitors look exactly the same, and it's the only way you can tell who you are! Ho hum. (Actually, another way is to leave the course completely and charge through the shrubbery, which is a bit of a laff – you won't get many points, but at least you'll get to see all five levels!)

The action zooms about really quickly, and pressing forwards on the joystick accelerates no matter which way you're facing. This takes some getting used to, but it works okay, despite the fact that your mini-mean machine wants to spin round in random, drunken circles.



Blimey, I wouldn't want to live in that house. Imagine the racket all day!

Land Rovin'

There's a speedo and a damage meter, which you need to keep your eyes on – spend too much time off the road and the suspension'll get knackered, which is the only way you get to lose the game. Alternatively, you can collect tokens to upgrade your car or get it fixed. These don't just lie on the track you're racing down, but also on other roads away from the beaten track. Stuff like turbochargers, extra suspension and roll-over bars are available at a cost, so it's always worth rattling off through a hedge and doing a bit of damage to your ATV, in order to collect a juicy fifty pointer.



And all in all, *DT Racer* ain't too bad. The only bummer for me was that it made me feel really pukey if I watched it too close-up. It's a bit like an ancient game called *Androids*, which had a similar kind of scrolling –



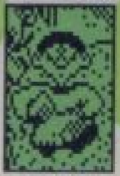
potions throw up some pretty natty ways of wasting your enemy, or just stopping them dead in their tracks. There are trees that spring up to block the path, ways of turning your adversaries into frogs (!) or charred skeletons (with a very surprised look on their faces!) and a few other little tricks besides. It's all a bit of a giggle.

Of course, none of this would work if the graphics were crap, and, er, they aren't. Although they're just in plain green, the sprites are clearly designed and jog up and down the screen very nicely, and the playing area scrolls by with the minimum of stop/start jumpiness.

The trouble is that glitzy graphics and a good line in humour are fine, but only if you've got the gameplay to back them up – and *Mystical* hasn't. This is the kind of game you'll get some fun out of for an hour or so, and then start to nod off. Not that shooting baddies is boring, far from it. It's just that, in order to make a good game, baddies have got to come at you at the right speed and regularity, and there need to be a few hidden things along the way to surprise you, and things like that. Here it's all too straightforward and mechanical. (The two-player option's got quite a nice twist – the second character isn't just a duplicate of you, but a big Hulk-like muscleman who jumps about – but, again, the novelty looks as though it'd soon wear off.)

Abracadabra!

One way they've obviously tried to give it a bit of depth is by including an option to save spells. But once you've mastered how to juggle between the joystick and keyboard to store and use them, you pretty soon wonder what the point is. The trouble is that the baddies simply aren't different enough to warrrant so many dozens of ways of killing them. If they all walked at different speeds (or some of them flew, or threw lots of different firebolts at you or whatever) then I could understand it. But as it stands, any attempt at strategic thought just flies out of the window. Ho hum.



And that's not all. Because finally (no, honest – it really is my last point!) it's also one of those annoying games where you gradually die by losing your energy, which I really hate. It means you can bump into baddies all the time and you don't give a fig until suddenly you keel over and die. Grrr! (But that's not really a criticism of the game, so I'd better shut up, eh?)

So – quite a list of grumbles there, eh? But don't let that shed too much of a black shadow over it! It's certainly far from crap (we're talking a 70°s game here, not a 50°s one). It's just a shame it hasn't got enough meat, because it could have been a corker. Infogrames are like a sort of French version of Gremlin – solid, original, and enthusiastic about the full-price Speccy market in a way that is, bit by bit, fading out of fashion. *Mystical* might not be up there with the likes of *Sim City* but it's still got the kind of cockiness and quality to make it interesting enough to have a go at, if not perhaps to pick up and buy.

SPOOKY SPELLS AND BITS OF PAPER!

Here's a selection of the various pick-up potions (in black) and spells (in white) that you can get rid of all those smelly uglies with.

- Three-way fire.
- Sinks baddies into the ground for a screen.
- Sticks a tree in front of baddies so they can't walk forward.
- Sticks big brute chappie in front of you to protect you.
- Turns baddies into frogs.
- Turns baddies into boxes.
- You shoot out stars.
- Turns baddies into snowmen.
- Turns baddies into charcoaled skeletons.
- Kills all baddies onscreen immediately.
- You shoot out bats.

FINAL VERDICT

LIFE EXPECTANCY	69°	ADDICTIVENESS	66°
GRAPHICS	85°	INSTANT APPEAL	82°

DIAGNOSIS: Scrumptious-looking shoot-'em-up, but with not enough gameplay.

74°



Ha! We've just taken a short-cut through someone's garden. Made a mess of their hedge too! (Serves them for not trimming it properly.)



Here's my buggy, completely knackered after driving it over some particularly gruelling terrain. What a silly-billy I am!

it sort of vibrated a bit (oo-er) as if you were up in a helicopter. But perhaps I've just got a weak tum.

So if you're into *Super Sprint* type games, you can't really go far wrong with *Dirt Track Racer*. It's an amusing little apéritif of a game. Well presented, set at just the right pace and with some nice twisty tracks to race around, it's one for all the family (if they happen to share a passion for All Terrain Vehicles and Spectrum games).



FINAL VERDICT

LIFE EXPECTANCY	64°	ADDICTIVENESS	80°
GRAPHICS	76°	INSTANT APPEAL	75°

DIAGNOSIS: It won't tax the old brian cells (*Brain, surely. Ed*), but it's a bit of fun in an otherwise lonely world.

73°

SOOTY & SWEEP

Alternative/£2.99

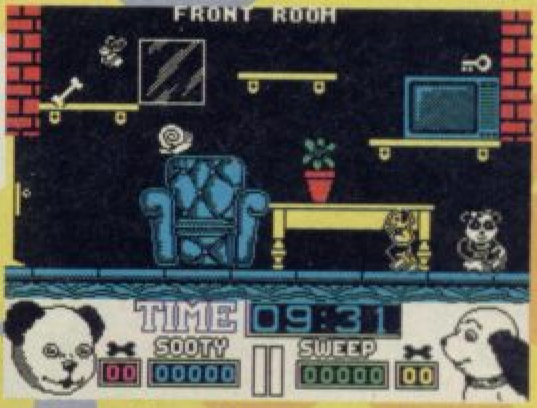


Rich I used to know this really disgusting Sooty joke, but I don't quite think this is the time or the place to tell you. Perhaps when you're a bit older.



The thing is, you see, as with practically all the other Alternative 'kiddy' programme tie-ins of late, this game is a bit on the ludicrously simple and tedious side. So ludicrously simple and tedious in fact, that I assume it's market consists merely of sweet little children and poor disillusioned parents, and no-one who is actually looking for a decent value-for-money game.

All that you have to do is to walk around a house, collecting one bone per screen, and delivering it to Soo (another infamous character from the show)



captioncaptioncaptioncaptioncaptioncaption captioncaptioncaptioncaptioncaption

who appears at the bottom. There are creepy-crawlies to stun, a vaguely competitive simultaneous two-player mode, and a few uninteresting special objects. But it still rather lacks a challenging edge. The game doesn't become harder as you progress (collecting bones is all that you do) so it soon becomes utterly Boring (with, as you've probably noticed, a capital B).



As you can imagine, all this makes what to say extremely hard for the humble reviewer – something which Andy should take into account when the next pay day arrives. It's fine for someone so young/stupid that they couldn't manage anything more complicated, but whether anyone in this category would be into computer games anyway is a bit questionable. In all fairness, unless you're knee-high to a mushroom or a die-hard *Sooty And Sweep* fan, then I'd leave well alone.



FINAL VERDICT

LIFE EXPECTANCY	32°	ADDICTIVENESS	38°
GRAPHICS	52°	INSTANT APPEAL	43°

DIAGNOSIS: Monotonous, repetitive, childish, boring.

47°

WIN WIN WIN

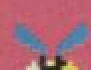


A top-notch Mountain Bike and loads of accessories!

PLUS!

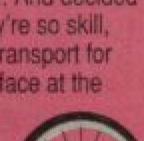
Ten goodie bags packed to the brim with T-shirts, posters, copies of *Turrican*, badges, and a jolly sight more besides!





Hurrah! *Turrican 2*'s here (nearly)! Anyone who read our Megapreview back in April should know what's in store, but for those who missed out here's a rundown – eight levels of 8-way scrolling platform shoot-'em-up, loads of monsters, a massive mappable world of caves, lakes and spaceships, incredibly fast gameplay and graphics the like of which you've never seen before. Cor, eh? Sounds exactly like the original *Turrican*! (Which is perfectly blimming alright by us!)

We should have the review next month, but in the meantime we thought we'd have a bit of a celebratory compo. First, we wanted to give away a hardened titanium exo-skeleton (like the one Turry wears), but Rainbow Arts reckoned £250,000 was a bit over their budget. So we settled for a compromise... And decided on a mountain bike instead! Hurrah! They're so skill, aren't they, Spec-chums? And the ideal transport for jumping about on all that craggy rock surface at the beginning of the game! (Oh, and they're also astonishingly trendy and expensive so that's a pretty good reason too.)



Ooooh, tell us more!

Okay, here's the spec – the bike's a Trek 830 in neon yellow, but on top of that we're *also* throwing in a helmet (the same colour as the bike!), a pair of Oakley Frogskin (!) shades, some Hi-Tec ATV boots, Lycro mitts, a specialised seat bag and a water bottle and holder! It's all quite unbelievable (and worth just under £450)! Loaded with this stuff, you'll need legs like Arnie just to pedal down your street.

Oh, and there's one other thing – Future Publishing (the rather skillo company that brings you *YS*) have just bought themselves a present. It's a magazine called *Mountain Biking UK*, and it's so funky that we'll also chuck in a free year's subscription for whoever wins the bike. (And if you don't win, we suggest you buy *MB UK* anyway!)

As for the runners-up (how could we forget them?!), well, we've got ten copies of the original *Turry* plus ten ultra-special T-shirts, posters, badges and stickers from Rainbow Arts. Goody bags never had it so, er, good! (And nor have you!)

The hard bit



Actually, it's not hard at all really. What do you have to do to get your sticky twigs on this rather pleasant piece of machinery is find eight words connected with cycling in the word square below. The words either read from left to right or from top to bottom.

S	P	O	K	E	T	E	F
A	A	E	X	V	R	C	D
P	E	D	A	L	G	Y	B
R	F	D	D	W	L	C	R
A	E	L	O	L	G	L	A
P	T	Y	R	E	E	E	K
Y	M	I	L	S	A	K	E
C	B	I	K	E	R	E	S



Found them all? Good. Now simply jot them down on the form below and send them in (on the back of a postcard or envelope) to The Lucky Saddle Compo, *YS* Compos, *Your Sinclair*, 29 Monmouth Street, Bath BA1 2BW. The closing date's 12th August – so you'd better chop-chop and start working it out!



RULES

▲ Anybody who works for Future Publishing or Rainbow Arts will have to go out and buy their own bikes - cos they're not allowed to win one here!
▲ Andy's got the last word cos he's the judge. So no mucking about or he'll stick a twig between your spokes and send you flying.
▲ Better get down off that hill by 15th August 1991, matey, or you'll never reach the finishing line.

Wotcha, dudes! Here are the eight words...

1 .... 6 ....
2 .... 7 ....
3 .... 8 ....
4 .... 9 ....
5 .... 10 ....

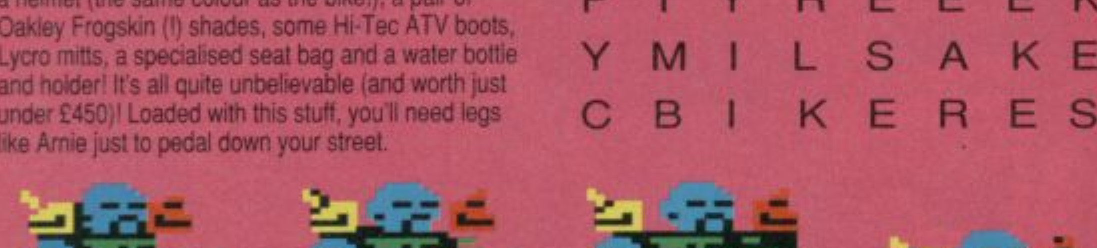
So give me my prize pronto by sending it to...

Name ....

Address ....

....

.... Zip Code ....



REPLAY

Out goes Barg B, and in comes something nearly exactly the same (but just covering the rereleases). PILLAR & PELLEY remain your hosts.

QUATTRO FIREPOWER

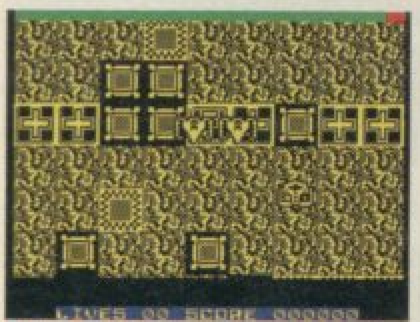
CodeMasters/£2.99

85°

Jon *Quattro Firepower*, eh? Sounds rather loud and action-packed, doesn't it? Or beepy and blurry, depending on how high your expectations of CodeMasters games are. Let's find out...

Operation Gunship

Jump into your helicopter and snatch back eight POW chums in this mono, overhead-scrolling shoot-'em-up. Hardly the most



This is Terra Cognita and I'm the little chap at the bottom of the screen with no points. Aah!

thrill-packed scenario, I'm sure you'll agree, but *Op Gunship*'s got a few surprises up its sleeve, not the least of which is its real arcade-game style.

The circular-scrolling islands you fly over always have something extra and unexpected round the corner, and the enemy are so ridiculously prevalent that if you want to get out safely it's best to wreck most of the landscape. The graphics get a bit hard on the eyes after a while, but it's still a terribly addictive game that's been well-designed in all departments. In fact, it's so sharp you could give it a suit and call it Mister Sharpy. Ouch.

Terra Cognita

An inoffensive shoot-'em-up in which you're travelling around at ground level and bumping into lots of things. The playing area's a huge vertically-scrolling maze affair, with a liberal sprinkling of bonus tiles. Unfortunately, one set of tiles 'times shifts' you all the way back to the start, which might have been a good idea when they thought it up, but ends up being just plain crap.

Still, once you get into it, *TCog* is quite addictive. Basically, you wonder what's going to happen next. And the graphics are less cluttered than they they usually are. I like it!

MiG 29 Fighter

MiG 29 is basically an *Afterburner* clone which tries to go one further than its 'inspiration'. This means that you get limited ammo and add-on weapons as well as ground and air opponents. Alas, it doesn't succeed. It's more fun to watch someone else zooming about than having a go yourself. Dodge! Fire! Dodge again! Then go and do something more interesting instead.



3D Starfighter

Starfighter's got lots of, erm, starfighting bits, with you blasting down a corridor in a similar style to, erm, *Star Wars*, actually. Apart from the vaguely strategic element of having to give different ships different cargoes (or something), and also the inclusion of a simultaneous two-player option, it all gets very tedious. A miss methinks.

So – worth buying for *Op Gunship* and *Terra Cognita*. The other two are duds, but for such a small payout you're hardly going to be breaking the bank, are you?

FORGOTTEN WORLDS

Kixx/£3.99

83°

Rich I remember this one! Way back in the mists of time, when the SAM Coupé was still no more than a SAM hatchback and Sir Clive Sinclair was dating Bernadette (yes, that long ago!), US Gold brought this out as a full price £9.99 game. Some raved about it, others raved at it, still others said "Just what the hell does it mean in the Grand Scheme of Everything anyway?". But, far more importantly, what did *YS* say? I can't remember.

The basic idea is to fight your way (and a friend can fight his way



Here we are mid-game during a quick play of Fog Worlds. And which World is this? Oh, I've forgotten. ***(Ho ho dear. Ed)***

QUATTRO CARTOON

CodeMasters/£2.99

90°

Jon Spook! Another four-pack, this time chock-full of games from the Codies' short-lived Cartoon Time label. Let's take a peek. *(Yes, let's! Ed)*

Little Puff In Dragon Land



One of the best 'Dizzy without Dizzy' games as you try to get Little Puff back home to, um, Big Puff (I suppose). There's good graphics and tricky puzzles à la Diz, but my only complaint is that the authors have given you just one life to play with.

Frankenstein Jr

Oh dear. A truly dreadful flip-screen runabout as you attempt to put yer ol' dad back together. A confusing map and too-efficient baddies kill of any chance of getting into the game – not that you really want to anyway. (Spook fact no. 47: this is a remake of a mouldy oldie called *Bride Of Frankenstein*. Moral – crap by any other name.)



The Candlelight Adventure (Olli And Lissa 3)

Spanky platform game with you (as Olli) scampering around a castle looking for the hidden bits of your flash car. A great improvement on the original *O&L* (which was ridiculously hard) as the game can go on for absolutely ages, giving you a real feeling of getting somewhere. It's playable and addictive with some lipsmacking graphics, but what really makes it stand out is Olli's animation. He bobbles along, waving at you if things go well (and throwing a wobbly if they don't), whipping out a magnifying glass to examine likely hiding places, and even pausing to answer the telephone! It's a gas! (And nitrous oxide at that!) Definitely the pick of the pack, but whatever did happen to *O&L 2*?

Wizard Willy

So-so horizontally-scrolling shoot-'n'-pick-'em-up with magic bolts and extra spells replacing the usual lasers and power-ups. Fun in the short term, but wait! What's going on? (Exactly – it's overdetailed backdrop time again!)

So, a traditional compilation (a corker, a goodie, an almost-ran and a duffer) and another hit for the Codies. (But then you knew that all along, didn't you?)

YS MEGAGAME



Watch out, mate! You're about to hit a tree stump! (Tsk. Sleepwalkers, eh?)

too if you're in two-player mode) through the four Forgotten Worlds (planets that have been occupied and emptied of life by the Grand Baddy) and kill three demigods to get to Emperor Bios, the God of Destruction. Knock him off and you've finished the game. As with so many shoot-'em-ups, of course, when translated into English this reads "go away and blast the crap out of anyone and anything you see – and don't come back until one of the sides in this little war is extinct". On the way, of course, you can pick up money left by dead baddies (it's called Zennies – isn't that what they had in *Black Tiger*?) and use it to buy bigger and better weapons in the shops half way through each level.



Standard shoot-'em-up material, you might say, but the slight 'rush-job' feel to it meant it wasn't quite good enough for a full priced game.

Which means it makes for a much more compensating budget buy. Featuring all the normal, um, features of a mega-amazing sideways blast, and more! Full colour, shops with add-on weapons, 128K music, eight-way firing, two (count them – two!) players at once and, best of all, no brain power needed at all – just blow everything away. It's quite brill, really, although the slightly Wacko Jacko control system (i.e. you can't fire and move at the same time or you'll end up twirling all over the place and pointing the wrong way round) is a bit of a prob. Not the best re-released shoot-'em-up ever, but still a promising contender. Has Christmas come early this year? *(Er, no. It's still summer. Ed)*

QUATTRO RACERS

CodeMasters/£2.99 cass

Jon Oh dear. It's that word again – 'simulator'. Hold your breath, we're going in...

90%

BMX Simulator 2

Now here's a game that pokes you in the ribs and whispers "playability". Essentially *Supersprint* with bikes, *BMX 2*'s presentation is snappier than a croc in a mousetrap. It's got funky music and graphics, action replays of races, two skill levels and a (separately loaded) set of harder courses. Pride of place though, goes to the four (four! Four!) player mode. It's not flawless (it's very difficult to tell who's who during a race) but as a communal game it could replace *Triv* as the perfect way to ruin parties.

Championship Jet Ski Simulator

Essentially *BMX 2* on water, with two human players and the added obstacle of numbered buoys to steer between. Thoroughly polished, with teeny (but thankfully very clear) graphics, *Jet Ski* is bright and cheerful. The tight qualifying times make it harder than it should be, but that's not a problem.

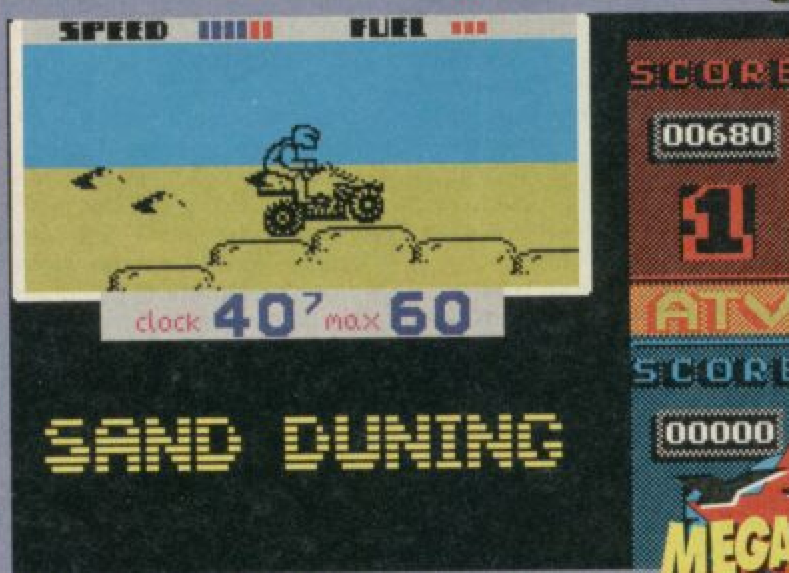
BMX Freestyle Simulator

Essentially *Jet Ski* without water, on bikes and with completely different gameplay. *Freestyle* pops you (and a pal) into an informal 'street' contest, where you display your skill at wheelies, ramp, half-pipe and quarter-pipe jumps, slow racing and freestyle riding. It looks okay and sounds okay, but after half an hour I still couldn't get past the first test. So either it's ludicrously difficult or I'm just plain crap. (Thankyou, you're too kind.)



ATV Simulator

A tasty little two-player racer, simply brimming with obstacles to lumber over. You progress through six terrains (sand dunes to swamp), all of which are displayed with the liveliest graphics this side of *Iron Man*. It's got a generous time limit and plenty of great touches (like the way you have to scamper back to your ATV after you've hit a rock and cartwheeled off it). All in all, ridiculously playable.



And here we are, er, sand duning. (I think we rather gathered that from the screenshot actually. Ed)

A pretty good compilation then, well above par. All the games are (weirdly) up to the mark (if a tad difficult) and if you've got chums coming round then this is the tape to whip out. You've guessed it – it's a *YS* Megagame Simulator.

YS MEGAGAME

SUPER SCRAMBLE SIMULATOR

Kixx/£3.99 cass

Jon Not even Kixx are immune from the dreaded s- word it seems, but in a daring break with tradition this sim actually, um, 'sims' a gas-guzzling, dirt-eating (and in my case, stallin'-all-the-time) motorcross experience.

79%



Oi! Someone take this blimming flag out of the way!

You race against the clock over 15 tracks, split into sets of three. Each set is either an obstacle or an offroad course and you can bring along up to five pals to race against. (If you want.) Presentation is slick – your bike and rider are really nicely animated as they bounce their way along the horizontally-scrolling tracks. The 128 sound is good too, with a variety of toe-tapping tunes. A lot of thought's gone into the design, from the 'everything accessed from the joystick' controls, through the separate high-score and best-time tables (which double the competitive element) to the scanner beneath the main screen that shows you what's coming up next. As for game-play, well, that's equally swish, with the nastily-planned courses plunging you into freezing rivers, bouncing you over the backs of parked Volkswagens and enticing you to go flat out down hills then putting logs at the bottom etc etc.

Unfortunately, there is one glaring fault. Unlike games such as *ATV* where you can see by the actions of the blokie on the buggy if things are going wrong, the bike in *Super Scram* carries on normally right up to the point where the program stops dead in its tracks and politely tells you that "You went too fast and fell off". This means you have to keep one eye on the bike, one on the scanner, one on the speedo and the others on the clock. *(How many eyes do you think we've got? Ed)* Don't get me wrong, it's still a lot of fun to play (once you get into it) and with a couple of friends shouting 'advice' the confusion can be largely avoided – it's just that it shouldn't have been there in the first place. If you're a motor-cross fan, or you simply want to impress lesser mortals, *Scram*'s the game to master. Practice hard and hone your joysitck-twitching skills, but don't play it within earshot of Granny!

IMPOSSAMOLE

Gremlin/£3.99

Rich My sources reveal that *Impossamole* is in fact the fifth and last in a long line of *Monty Mole* games. I can't actually recall what they were all called off-hand, so I'll subtly and cunningly drop them in mid-review when I remember.

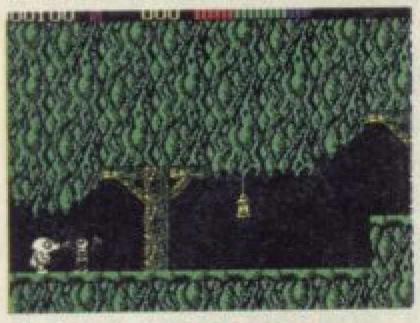
79%

But *Impossamole*. Is it the best of the lot or what? Well, in a word beginning with 'n' and ending with 'o', no. In true tradition it's still largely a platforms-and-ladders game (scrolling every now and then) with the customary baddy to stun, object to collect and puzzle to solve along the



way. Although it was an improvement on the original two in the series where each screen played more as an individual puzzle (er, *Wanted Monty Mole* and *Monty On The Run)*, it seemed to be taking rather a step back from *Auf Wiedersehen Monty* (the third) which quite brilliantly interlinked the puzzle element into a huge playing area. (Monty appeared for the fourth time sellotaped to the cover of *YS* in the exclusive *Moley Christmas*, of course.) Specific complaints included such remarks as "not enough platforms, ladders, or puzzles," "predictable movement patterns", "dodgy collision detection", "rather unsatisfactory graphics" and "a bit of a 'plodder'" (a word which I've just made up to describe games which 'plod' along a bit too slowly for comfort).

However, these complaints are, and were, the sort of things that should have been said



I'm afraid you're going to have to try a little harder than that, Mr Ghosty. I'm not at all scared, you know. (But by all means keep your finger up my nose, it feels very nice.)

when reviewing the game as a full-pricer, and as a re-release barg I'm sure we can be a little more lenient. The five large levels (which can be played in your favourite order) certainly mean you're getting value for your moolah. And, well, it's good clean fun. Certainly worth a look if you thought "Hmm. Well, shall I buy it or not?" beforehand, and then didn't.

GHOSTBUSTERS 2

The Hit Squad/£2.99

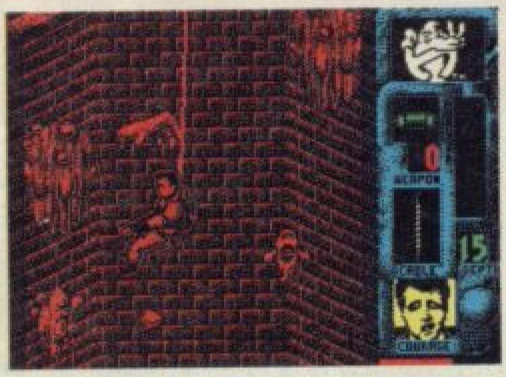
60%

Rich Right then. Let's be short, sweet and to the point (as the Vicar said to the old lady). Here are the bad points about *Ghostbusters 2*. Firstly, it's a multiload, in that excruciatingly irritating way that has you re-winding and loading the level in again every time you've used up your three lives, even if you only died on the first level. Secondly, it's rather repetitive and not helped by the fact that there are only three levels to the game – swinging down a shaft shooting ghosts, protecting a walking Statue of Liberty from ghosts (you have to have seen the film) and another bit where you probably have to shoot some more ghosts or something (although it's apparently rubbish anyway).

As for the good points, well, it follows the film faithfully, with some natty scene setting stills and pretty decent graphics which help to hide the thin gameplay.

So let's just re-cap. *Ghostbusters 2* looks nice and follows the film, but it's a slightly limiting, boring and repetitive multiload. Or in other words, a bit of a completely average film tie-in really.

GHOSTBUSTERS II



Ghost: "Boo." Man: "Arrggh, a ghost!" Everyone: "Who you gonna call?" Ghost: "Oh, shut up." Etc.



RED HEAT

The Hit Squad £2.99

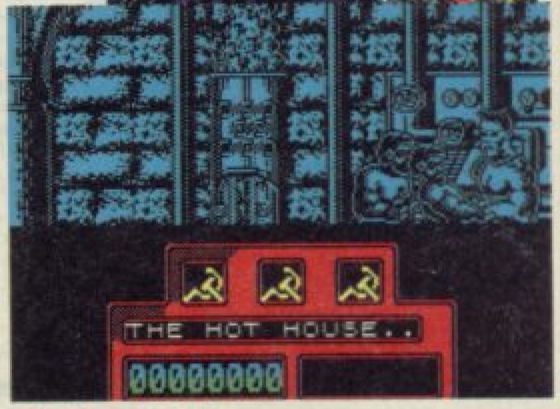
76%

Rich Davey Wilson reviewed this film tie-in beat-'em - up as a full pricer a couple of years back, and I still pretty much agree with everything he said.

Red Heat was that tough comedy thriller starring Arnie Schwarzenegger and James Belushi. In the game, you get to play Arnie, punching, shooting and head-butting your way to the final showdown with Viktor, the big baddy. Davey told us this at the beginning of his review, and I certainly agree with him there. He also happened to mention that *Red Heat* features nice big clear, yet detailed, monochrome graphics, smooth scrolling and even a sense of humour. And you can't argue with that. However, as all gameplay takes place through a horizontally-scrolling cinema-type pic with the characters visible only from the waste up, the remains of the screen were a tad sparse for Davey's liking, and (agreeably) mine also.

More explanations of the actual content of the game came next, referring to such delights as the four levels, the subgames entered by collecting icons and the variety of baddies (a bit of a 'Dave Rave' apparently). And finally, no doubt exhausted by this point, Davey concluded in that brilliant way only Davey knew how – "This is a straightforward horizontally-scrolling monochrome beat/ shoot-'em-up. The graphics are clear with big sprites and detail. There is a wide range of adversaries, and the subgames add variety. All in all, an addictive and appealing game". And, once again, I just have to agree with him. Then he awarded it 85°. But I reckon that it's just a trifle too thin and repetitive, so I'm going to give it 76° instead. (Hope you don't mind, Davey.)





"Spill my pint?"

FOOTBALLER OF THE YEAR 2

Gremlin/£3.99

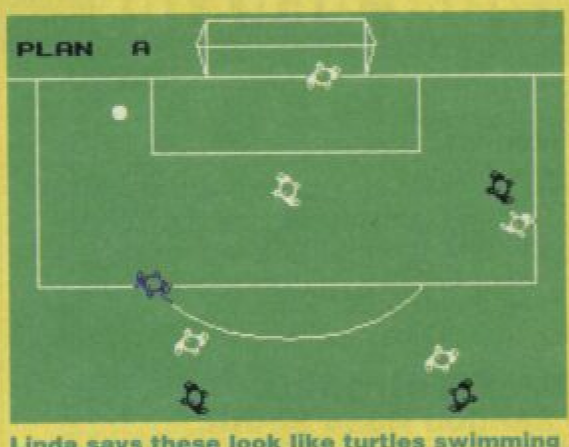
88%

Rich The year being 1990 of course, the year when more football games were released than I had hot dinners (I made it 20). The year, also, that you strove to become footballer of the, um, year by scoring enough goals, earning enough money, becoming an off-screen personality, hopefully being picked for the World Cup and on the whole being more of a good egg than anyone else. And now you can do it all again (at a third of the price).

I gave a little whine of joy when I found out that, instead of the boring old *Footie Manager*-style long listings and text that I assumed would be the order of the day, all gameplay was via a rather stylish icon-driven system. And it was pretty original gameplay too. Spooky for a footy game or what?

There's a saying that goes "Money can't buy everything", which a bit of a crap saying actually because I've yet to find a shop which sells something that you can't buy, and in *Footie Of The Year 2* there's certainly nothing you can't buy if you've got enough of the green stuff. You see, the whole of this game revolves around dosh. Goals are awarded by buying a chance to score and then successfully completing a little arcade sequence. Transfers can be arranged by waving a little bit of cash around, and a few readies can be earned by gambling any time you desire in a rather nice multiple-guess trivia subgame. In fact, there's far more to this game than I've got room/ can be bothered to tell you about (check out issue 50, page 16 if you want a full review). However, I will mention that this is an extremely playable and well thought-out game, with a lot of depth and the added bonus of actually looking quite nice. Then I'll award it 88° and take a long, well deserved rest after all my hard work this month. Bye.





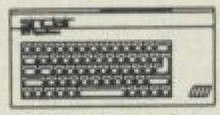
Linda says these look like turtles swimming in a lake. (And we tend to agree with her.)

YOUR SINCLAIR On Spec

SOFTWARE

P.C.G.

61 School Street
Barrow-in-Furness
Cumbria
LA14 1EW



Spectrum & SAM Software:

WordMaster the word processor	£13.95
Headliner graphic & title designer	£10.95
Typeliner desktop publisher	£18.95
DTP Pack (all three above programs)	£37.95
DTP Font Packs now available	£7.95
Font Packs #1 and #2	£12.95
Art Disks for SAM/Disciple & Plus D	£4.00

Prices for tape or 3.5" disk. For +3 disk add £2.00

Dot-Matrix Printers:

Citizen 120-D high quality NLQ printer	£150
Star LC10 superior quality, many features	£170

+3/+2A Cable: **£10.95** 48k/128/+2 Interface: **£25**
All printers are compatible with the DTP Pack.

Atari ST Computers

520 STFM Discovery Pack with 4 games	£279
520 STE Power Pack with 20+ ST games	£369

● ● ● FREE UK delivery on all items! ● ● ●

The DTP Pack

With the DTP Pack and an ordinary dot-matrix printer you can produce letters, signs, leaflets - even your own newspaper! The most powerful suite of software available for the Spectrum, for all systems from the 48k to the +3 and SAM!

Atari ST

If you're looking beyond the Spectrum, the Atari ST is the computer to go for. With 512k RAM, disk drive & mouse it's a complete system with hundreds of games, utilities and business software available.

Want more details? Send a S.A.E. now or Phone 0229-836957

WIN

A
SEGA MEGADRIVE



TO ENTER THE COMPETITION

PHONE

0836 407 619

COMPUTA FX, PO BOX 1444, SALISBURY
CALLS CHARGED AT 34p PER MIN CHEAP
45p PER MIN NORMAL RATE

CFX

SAMTAPE 3+4

* MAKES SAM ACT AS A SPECTRUM
* WORKS ON MOST PROGRAMS
* EASY COPY PROGRAMS TO DISK/TAPE
* ACCEPTS +D/DISCIPLE SNAP SHOTS
* EMULATES TASWORD 2, DTP BY PCG
* LLIST/LPRINT,ETC. ALL KEYS WORK

VERSION 4 EXTRAS INCL SCREEN COPY, COMPRESSION OF FILES SAVES 10-60% CHANGE PALETTE COLOURS, SEARCH, ETC

VER 3 FOR DISK, OR 3T-TAPE £10.99
VERSION 4 - ROM2+DISK - £11.99

SAMDISK

* DISK MANAGER + DOCTOR
* REPAIR/VERIFY TRACKS
* 1/2 DRIVES + 256/512K SAMS
* EASY + V.FAST FILE COPIER
* MAX 5 SWOPS FOR FULL DISK
* SUPERB ERASE, UNERASE, ETC
* FULL INFO INCL TO PRINTER
* BOOT PROGRAM. RAVE REVIEWS

ON DISK FOR ONLY £10.99

SAM ASSEMBLER 3

ASSEMBLER - FULL SCREEN EDITOR, AUTO TAB, LIST LABELS, HEX/BIN/DEC, DUMPS, PRINTER, ERROR MESSAGES ETC. INCLUDES DISASSEMBLER + MONITOR/SINGLESTEP TO DEBUG CODE. 64 COL SCREEN. SCRATCH PAD. INCL 256+512K VERSIONS £10.99

SAM ADDRESS/PHONE MANAGER

5000 ADDRESSES AND/OR PHONE NUMBERS A DISK. SEARCH/AMEND/ALPHABETIC SORT. PRINT LABELS, ETC. HOME/BUSINESS. £8.50

SAM TOOLKIT

INCL SAM ASSEM.3 + REVERSE ASSEMBLER (MAKES S.FILE FROM CODE), 2ND DISASSEM, GUIDE FOR WRITING CODE ON SAM, MEMORY PAGING, ROM/RAM, EXAMPLES, ETC. £14.50

50p OFF ANY PROGRAM VALID TO 31.7.91 (YS1) ⟵ SPECIAL VOUCHER

SPECTRUM

TAPE UTILITY D - TAPE TO TAPE BACK UP OF MOST SPECTRUM PROGRAMS. CONVERTS MANY FOR RELIABLE LOADING - £8.50.

TRANSPACK 2 (TP2) - TAPE TO DISK/M-DRIVE TRANSFER. 1000'S OF PROGRAMS INCL CLICKY, FIREBIRD, SPEEDLOCK. £11.99 NOT FOR NOVICE. INFORMATION BOOKS 1,2,3. £2.50 EACH. INFO OF 100'S OF TRANSFERS TP2 CAN'T DO AUTOMATICALLY.

Z80 TOOLKIT - "BRILLIANT PACKAGE" - YS 7/88. M/CODE PACKAGE SIMILAR TO SAM TOOLKIT. A REAL MUST! £8.99.

PLUS3MATE AND MICROMATE - SIMILAR TO SAMDISK BUT FOR +3 AND M/DRIVE RESPECTIVELY. WILL CLONE, COPY FILES, SECTOR EDITOR ETC. SUPERB DOCTOR/TOOLKIT. +3MATE £12.99. MICROMATE £11.99

* MONEY BACK GUARANTEE
* SUPER UPDATE SERVICE

SAM HARDWARE SPECIALS

COUPE, DISKS, INTERFACES, ETC.
* PHONE FOR SPECIAL OFFERS *

UK POST FREE, +£1 EUROPE, +£2 REST. DISKS 3" £2.20 EACH, 3.5" 70P EACH. ALL MIN 4 POST FREE. SAE FOR DETAILS. PROP:L.EVANS. TEL (091) 2533615.

LERM, DEPT YS1, 11 BEACONSFIELD CLOSE, WHITLEY BAY. NE25 9UW.

REPAIRS AND SPARES

SINCLAIR REPAIRS & SPARES

Spectrum 48k, +	£16.00
Spectrum 128k, +2	£23.00
QL	£27.00
Spectrum +2 Action Pack	£145.00
+ 2 Light Gun	£30.00

Many spares and leads in stock.
ACE REPAIRS, Dept YS, Outways Farm, Pelynt, Looe, Cornwall, PL13 2NW
Tel: (0503) 20282

YOUR SINCLAIR THE ONLY WAY TO SELL ANY SPECTRUM PRODUCT!
Phone Simon Moss NOW!!
On 0225 442244
AND MAKE THIS SPACE WORK FOR YOU!

SPECTRUM REPAIRS

48K Plus	£16.50
48K Rubber	£15.50
48K Plus membranes	£11.00
48K Rubber membranes	£6.00
4116 memory IC	£0.70
4164/4532 memory IC	£2.60
Z80 CPU	£2.60

Minimum order £5
Other spares stocked. Prices include VAT and post.

RA Electronics
133 London Road South,
Lowestoft, Suffolk, NR33 0AX
Tel: 0502 566289

BENTLEYS

Access

251 NEWCASTLE STREET
BURSLEM
STOKE ON TRENT
STAFFS
ST6 3QW
TEL: (0782) 810485

VISA

5 FREE GAMES
WITH EVERY REPAIR (TAPE ONLY)

REPAIRS

48K SPECTRUM	£20.00
128K SPECTRUM	£22.00

Excluding disk drive and tape assembly

SPARES

48K KEYBOARD MEMBRANE	£5.50
48K+ KEYBOARD MEMBRANE	£7.50
48K POWER SUPPLY	£10.00

ALL PRICES INCLUDE VAT AND RETURN (INSURED) POST AND PACKAGING

24hrs Repairs

On Spec

THE YOUR SINCLAIR SUPERSTORE

NOW OPEN!

Got loads of loose change and crumpled-up £5 notes stuffed down your trouser pockets that you don't know what to do with? Then give it all to us! Here at the *YS* Superstore we've got a glittering selection of software 'accoutrements' just waiting to tickle your fancy. So don't delay – send us your dosh and lose weight the *YS* way! (You'll be so glad you did!)

1 The *YS* Tipshop Tiptionary

If it's big tips you want then look no further – the Tiptionary's fit to burst with them! And there are squillions of POKEs on the free cover tape too! (You won't know how you survived without it!)

Description	Price	Order No
YS Tipshop Tiptionary	£8.95	TIPS

2 The *YS* Binder

Your copies of *YS* won't stop thanking you once you've tucked them up safely in a set of slinky *YS* binders. Each can handle a year's worth of Spec-fun, and as a very special favour we'll let you have 90p off the price of two!

Description	Price	Order No
YS Binder	£4.95	MY100
2 Binders	£9.00	MY102

3 *SWIV*

We liked Storm's 2-player shoot-'em-up so much we gave it a Megagame! It's all about zipping around in a jeep and a chopper and firing your gun rather a lot. Hurrah!

YS MEGAGAME

Description	Price	Order No
SWIV cass	£8.99	MY135C

4 *Lone Wolf*

It looks good! It sounds good! And by Jingo it plays jolly good too! It's Audiogenic's arcade adventure based on the fantasy role-playing *Lone Wolf* books and it's ever-so-slightly very addictive. (Plus a *YS* Megagame to boot!)

YS MEGAGAME

Description	Price	Order No
Lone Wolf cass	£8.99	MY137C
Lone Wolf disk	£10.99	MY137D

PRICES INCLUDE POSTAGE, PACKING AND VAT NO HIDDEN EXTRAS

VISA

HOTLINE 0458 74011









5 *Manta-Ray Autofire Joystick*

It's the stick to grip when they're giving you jip! (The aliens, we mean.) It's designed to fit your palm, and it's got a thruster button and two trigger buttons to boot. Go give 'em hell!

Description	Price	Order No
Manta-Ray	£14.99	MY138

6 *Fun School 3*

Database Software's *Fun School 3* helps you learn – and have a good time while you're at it! A must for anyone having problems with arithmetic, word-building or tables. PLEASE STATE THE AGE GROUP OF THE USER (UNDER 6, 6 TO 8, OVER 8) SO WE KNOW EXACTLY WHAT YOU'RE AFTER.

Description	Price	Order No
F School 3 cass	£7.99	MY130C
F School 3 disk	£9.99	MY130D

HOW TO ORDER

JUST MAKE A NOTE OF THE PRODUCT NAME AND ORDER NUMBER AND FILL IN THE ORDER FORM BELOW... OR RING OUR HOTLINE NUMBER ON 0458 74011





YOUR SINCLAIR SUPERSTORE

Mmm-mm. You're right, you know, I really do need the following *YS* goodies pretty darn bad..z.

Name ....

Address ....

....

....

Postcode ....

Phone number ....

Description	Price	Order No
TOTAL ORDER		

Method of payment (please circle) • Access • Visa • Cheque • PO

Credit Card No ____________________ Expiry date __________

Please make all cheques payable in pounds sterling to Future Publishing Limited, and send the whole lot off to **YS Superstore, FREEPOST, The Old Barn, Somerton, Somerset TA11 7BR**. And you don't even need a stamp!

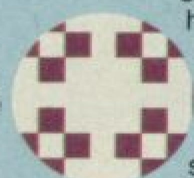
FUTURE SHOCKS

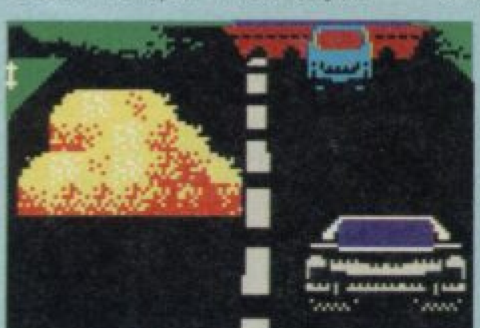
And you don't get them much more shocking than *Outrun Europa* finally coming out...

OUTRUN EUROPA
US Gold

Tsk! Driving games, eh? Dontcha love 'em? Everybody does, and it's obvious why – they're the only place you can get your mitts on a Ferrari F40 and race it round Europe without any policemen watching! Hurrah!

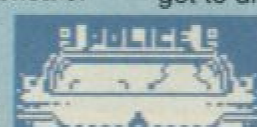
At least, that's the case with *Outrun Europa*. Those of you with elephantine memories will remember this game from way back in issue 41 (around May '89) when we splashed it all over the front cover. Apparently they decided to hold it back (they wanted to release *Turbo Outrun* instead), and it's only now that it's finally getting through the traffic (so to speak).





This isn't the finished thing, but it certainly gives an idea of how colourful it's going to be (ie. very!).

The idea is to get yourself from London to Berlin, following a route via France, Italy and Switzerland (as opposed to the original in which you were plumped down willy-nilly onto courses in Europe and America or wherever). And whereas before you had to a complete a course within a time limit, now you've got to collect a number of secret files, whilst overtaking/avoiding huge numbers of irate foreign drivers, who swerve around in true Continental style. There are also lots of secret agents zipping around trying to make you crash or stop, and also some foreign policemen (which means I was completely lying earlier). Graphically, we're promised whopping big sprites, spooky 3D perspectives and seven stages which are all going to look completely different. And it's not even going to be a 100% car game either – you not only get to drive a F40 and a Porsche 911, but also race across the Channel on a superfast jet ski, zip around the Med in a turbocharged power boat and race along on an 170mph Yamaha GP (which, we'll hazard a guess, is a motorcycle).





Waddaya mean I was doing 130 in 60mph speed limit?!



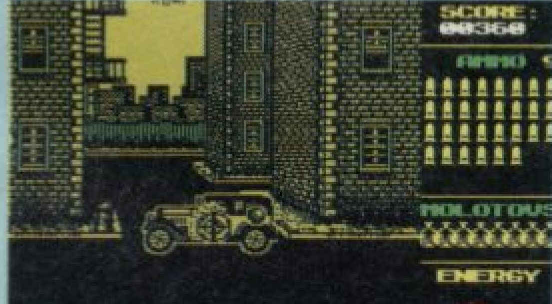
Sounds good, eh? (And even better when you figure that our old pals Probe are behind it.) It'll be 'hitting the streets' (as the software people say) in September, so you'd better get revving in readiness right away.



SHARKEY'S MOLL
Zeppelin

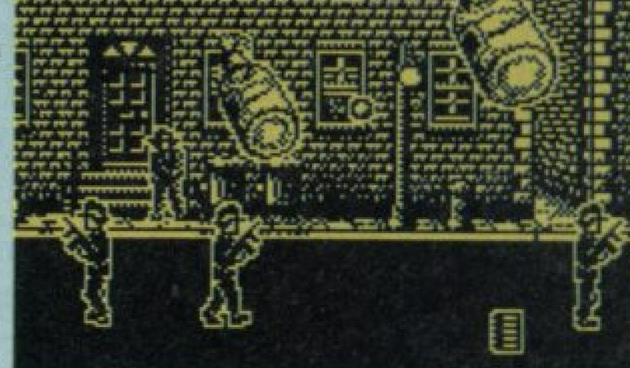
Sharkey's Moll is an *Op Wolf* clone set in the 1930's. You play Sharkey, a ganster with a pet mole. *(You mean Moll. It's a girlie from the 1920's. Ed)* Er, right. And as you'd expect, it's all pretty simple stuff – you scroll down a street, aiming your crosshairs at any bounder who jumps onscreen and tries to kill you. Piddly handguns turn into Tommy guns, medical kits beckon to be picked up (very useful if you've a couple of dozen lead slugs in your chest) and there's even the odd Molotov Cocktail to lob at an unruly crowd. So far so very, very *Oppish* – and it doesn't stop there. There are cars to blow up, snipers to weadle out from buildings, and informers to steer clear of (otherwise you'll get lots of points deducted). Oh, and the mole of course, who you've got to try and save. *(Look, it's **Moll**, you idiot. Ed)* The game should be out as you're reading this, so get your spade ready to dig up next month's rev... *(Thwack!)*



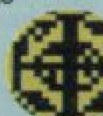


Oh dear. Somebody taking their driving test seems to have got caught up in the violence. Better blow them away too, eh? (Otherwise they'd be witnesses!)





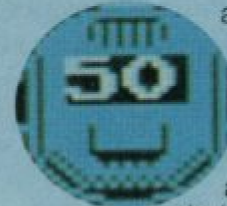
Oh no, they've thrown a couple of cherryade bottles at me! And they're still half full! (Time for a drink, methinks.)





MANCHESTER UNI TED EUROPE

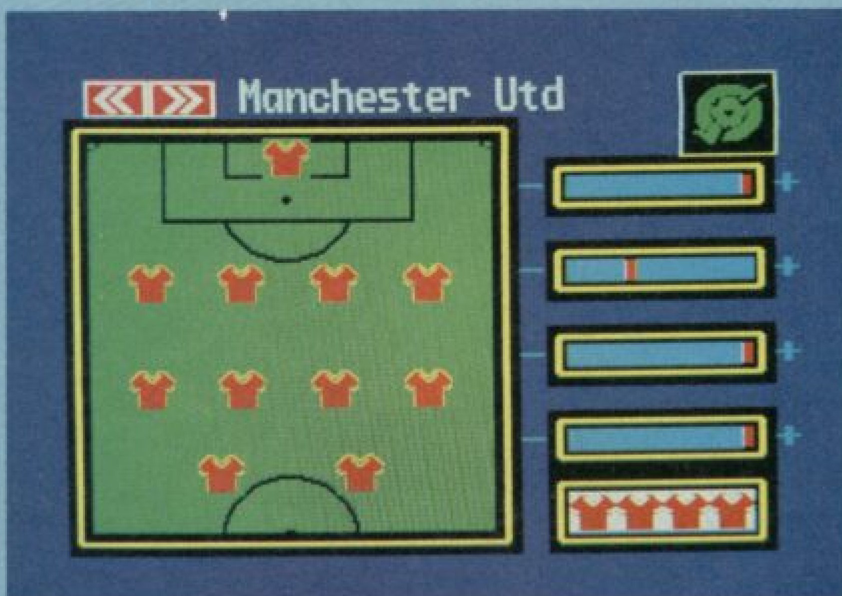
Krisalis



Cast your minds back to the footie fever of last year, and you might remember *Manchester United,* a rather good mix of management doo-dah and overhead simulator. In fact, Krisalis were so pleased with its sales (and all the reply cards they got back from players with suggestions on how to improve it) that they've dressed it up even more, jiggled it around, added a bit of salt and pepper, and set it down fair and square in (and slap bang in the middle of), erm, Europe. So it's the same as before really – but "completely reworked" and with that extra continental taste! Mmmm.







Your team's made up of the real Man Utd players just like it was before (they'll probably've got sacked or something before the time you get to play the game, mind), but all the major European clubs are now featured, as are the three major competitions – the UEFA Cup, The Cup Winners Cup and the European Cup. Manage to do well and you get to play in the World Super Cup.

The mix of the two types of game worked well last year (buying, selling, training, progress charts, mixed with *Kick Off*-type action), but they didn't stand up too well on their own. If Krisalis get that sussed then we should be in for quite a ball. (Ouch!) See you next month.







NEXT MONTH

CRY GOD FOR HARRY, ENGLAND AND *YOUR SINCLAIR*!

Muskets at the ready! The incredibly warlike jugglers go once more into the breach to bring forth **rallying reviews** and **mobilizing Megapreviews**!

• Sharpen your swords! We've got surprises aplenty packed into the **cover cassette** just waiting to jump out and set your head spinning!

• Cha-aaaarge! **Tipshop** fights the good fight with a quiverful of hints, maps and complete solutions! **Spec Tec** slaughters stubborn snags! And Letters, **Adventures**, **Program Pitstop** and **Pssst** jostle about a bit and bring up the rear! (Oo-er!)

Do your duty! Buy the September issue of *Your Sinclair* out on August the 1st! It's well worth fighting for!

Dear Sergeant Newsagent, Sir!
I'd be much obliged if you could save me a copy of *YS* starting from

....

My name is ....

And I live at ....

....

....

Signature of parent or guardian (if under 16)

....





FIRST INTO BATTLE ... ... LAST TO LEAVE

Set in the future, in which you control a "Mauler" Assault Tank in one of 16 missions, in a war fought between two dominant races of the New World. Such are the defensive capabilities of the opposing armies that any offensive moves must entail "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine capable of being lifted in and out of hostile territory and armed with the most advanced weaponry. Select your mission and the armoury you will require. The 360 radar sweep, in and out of cockpit views and area maps showing terrain, and complete theatre of operations, all combine to give a full picture of the battle as you strive for victory in a 3D arena where tactics go hand in hand with lightning reflexes and a true-grit determination

Ocean Software Limited · 6 Central Street
Manchester · M2 5NS · Telephone: 061 832 6633
Telex: 669977 OCEANS G · Fax: 061 834 0650

IBM/ AMSTRAD PC & Compatible
CBM AMIGA . ATARI ST